

ISSUE NO.
252
FEBRUARY
MAR/APR PRE-ORDER



GAME TRADE MAGAZINE

Lizard Wizard

THE MAGIC AGE IN
THE LAND OF ASTORIA



\$3.99 US

\$3.72 CAN



PRINTED IN CANADA

IN THIS ISSUE:

- ASSEMBLE AN ARMY OF AMAZONS AND DEFEND THE WORLD WITH **DC HEROCLIX: WONDER WOMAN 80TH ANNIVERSARY** FROM WIZKIDS!
- EXPLORE THE HEIGHTS — AND DEPTHS — OF **PTOLUS**, THE CITY BY THE SPIRE, WITH MONTE COOK AND PREPARE YOURSELF FOR ADVENTURES LIKE NONE BEFORE!



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COVER STORY



Theme In Board Game Design: Lizard Wizard

Compete to recruit wizards, build mystical towers, research powerful spells, and search dark dungeons for gold and items of power. Only one Arch-Mage will rise above the rest and control the land. Will it be you?

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Wonder Woman 80th Anniversary HeroClix

Check out this exclusive preview of the upcoming DC HeroClix: Wonder Woman 80th Anniversary Battlegrounds release from WizKids; this boxed set offers veteran and new HeroClix players alike something to enjoy and is packed to the brim with awesome extras!

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Ptolus: Making 672 Pages a Breeze to Use

Welcome to Ptolus, a metropolis of mysteries, secrets, and dark histories. Explore every facet of the City by the Spire with Monte Cook himself as he details how this massive fantasy city setting came to life for both 5e and Cypher System fans alike.

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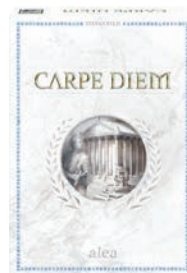
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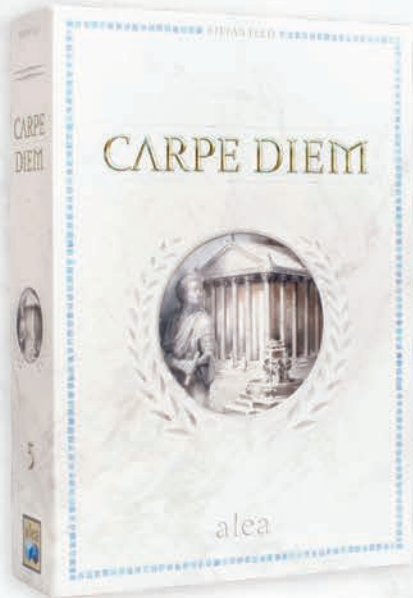
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Seize the day with the bookshelf edition of *Carpe Diem*, a *Kenner Spiel des Jahres*-nominated game by legendary game designer Stefan Feld! Featuring stunning new artwork developed in collaboration with the Ravensburger North America team, *Carpe Diem* now boasts elegant new cover art, streamlined rules, and updated components.

Available now at your friendly local game store!



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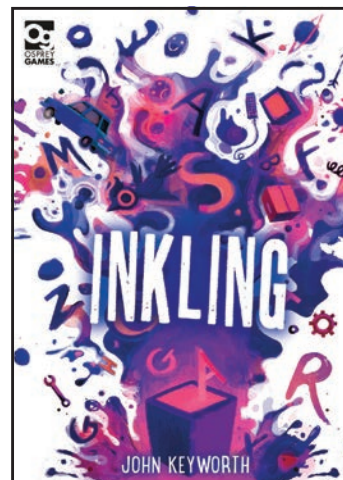
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players

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Greetings Dear Readers!

Welcome to your February 2021 issue of *Game Trade Magazine*! It's only been a year since I was welcoming you to our 20th anniversary issue; what a year it's been since — I am completely flummoxed that so much time has passed and — conversely — that it also doesn't feel so long ago at all.

I imagine that many of you may have experienced the same paradoxical passage of time as well. 2020 certainly presented us all with many unforeseen and unprecedented challenges, and everyone here in the *GTM* Bullpen hopes you and yours are well and in good spirits.

As we look ahead to what the rest of 2021 may bring, we certainly have some exciting releases to look forward to —

Our cover this month is a first for our friends at Forbidden Games; *Lizard Wizard* is releasing in Q2 of this year, and continues the tradition begun with the release of *Raccoon Tycoon*. Compete to recruit wizards, research powerful spells, and search dark dungeons for items of power. Only one Arch-Mage will rise above the rest - will it be you?

Wonder Woman turns 80 this year! While that may not be a big number for the immortal Amazon princess, we're certainly impressed - and the folk at WizKids have prepared for the event with an all-new expansion for *DC HeroClix* fans. Check out the exclusive previews in this month's article!

If you've been looking for a fully fleshed out fantasy setting for your next RPG session, Monte Cook has something special for you! *Ptolus: The City by the Spire* is a complete resource available in two different editions for both *5e* and *Cypher System* fans alike. At nearly 700 pages with bonus supplemental material, this is a must-have for any serious fantasy RPG'er!

That's not all — this issue is chock full of upcoming previews, design diaries, and more.

Thanks for joining us for this latest issue, we're glad you're here. Be safe, stay healthy.

Game on,
JG



PUBLISHER
Alliance Game Distributors

EDITOR/ADVERTISING MANAGER
Jerome Gonyeau

ART DIRECTOR
Matt Barham

PAGEMASTER
Katie Skinner

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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GTM
10150 York Rd, Cockeysville, MD 21030
GTM@GameTradeMagazine.com

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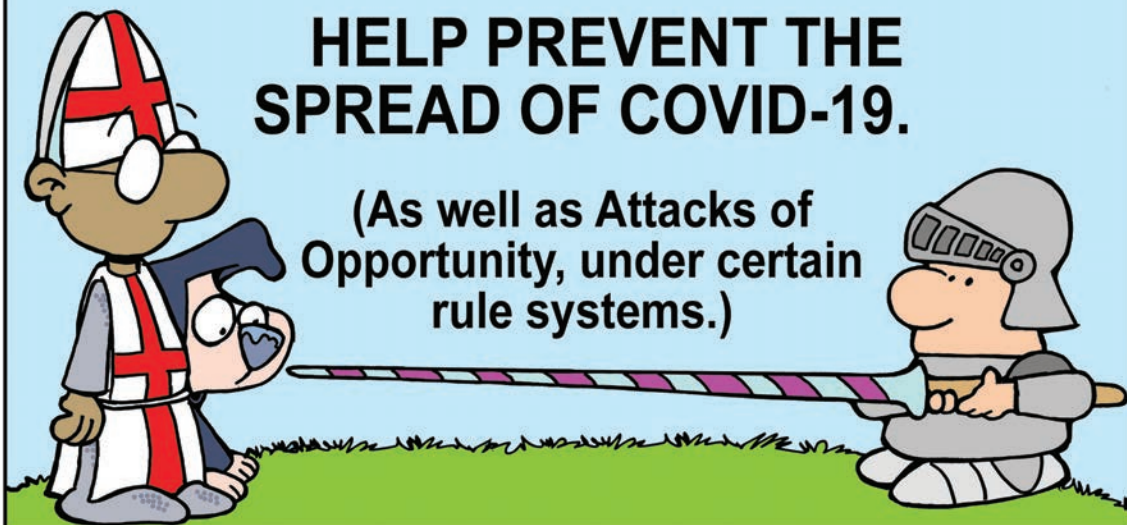
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FOR YOUR SAFETY

Please maintain a 6 ft. distance between yourself and others.

HELP PREVENT THE SPREAD OF COVID-19.

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An Incredible Setting

A city of mysteries, secrets, and dark histories, forever in the evil shadow of an impossibly tall spire. All atop a massive network of ancient dungeons that draw adventurers from every corner of the world.

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An Amazing Product

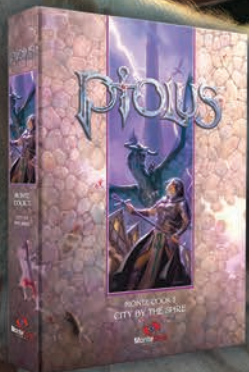
672 pages. Dozens of additional handouts and maps, plus another 300 pages of downloadable content. All uniquely accessible and easy on the GM. And loaded with premium features.

Monte Cook's legendary setting returns in April

ptolusmcg.com

5e
COMPATIBLE

CYPHER
SYSTEM



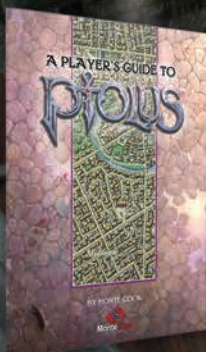
Ptolus: Monte Cook's City by the Spire

672-page hardcover; extras packet; digital content.

5e and Cypher System versions

\$149.99

MCG264 (5e version)
MCG265 (CS version)



A Player's Guide to Ptolus

24-page softcover with key player-facing world and character information.

System-neutral

\$17.99

MCG268


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Games
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 18 different episodes, beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players' choices and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatedly play. Scheduled to ship in October 2020.
TAC 691486 \$24.95

ULTRA PRO
AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525

MORGAN LE FET PLAYMAT
UPI 15528

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549

PASSAGE TO AUTUMN PLAYMAT
UPI 15530

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15529

USAOPOLY

SPOTLIGHT ON

CODIC CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO E8010720

DRAGON BALL Z: COLLECTOR'S CHESSE SET
The Dragon Ball Z Chess Set is a must-have collection item for fans and strategy gamers alike. Featuring 18 custom-crafted, full-color both of characters from the popular anime franchise. Scheduled to ship in September 2020.
UCH 113449

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.
USO MND10595

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to rescue key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC310105

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.
USO 3090712

SPOT IT!: RUDOLPH
Get ready for a magical winter-wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 3030369

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STATER KIT
WOC C751 20000

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (36) WOC C75030000
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000
PLANESWALKER DECK DISPLAY (18) WOC C75060000
JAPANESE CORE 2021 BOOSTER DISPLAY (36) WOC C75031400

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019 \$49.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Enigmo-Four, and the shape-shifting Skrulls. The wide selection of characters and keywords will build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752 \$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755 \$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753 \$16.99

SUPER-SKILL PINBALL: 4-CODE
Super-Skill Pinball: 4-Code brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Englestein. Choose one of the four unique tables and matching backdrops for storytelling, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87500 \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

Theme in Board Game Design:

Lizard Wizard



LIZARD WIZARD

MIB FRB1600 \$49.99 | Available April 2021!

I am often asked when designing a new game, do I start with the theme or the mechanics. The answer is 'sometimes mechanics and sometimes theme. Sometimes a great game mechanic sparks joy and inspires a new design, and then a theme is added later to give the design context for art. In these cases, there is the risk that the theme can feel 'pasted on'. That's not always a bad thing. If the game is interesting and well-made, then it can still be a great experience, regardless of the theme not being well-integrated into the gameplay.

However, it is often much more satisfying to play a game that has gameplay and mechanics that feel very organic to the theme. My newest game, *Lizard Wizard*, was inspired by the title. I was thinking about doing a sequel to the very successful game, *Raccoon Tycoon*. *Raccoon Tycoon* was designed as a 'gateway game', one that was primarily appealing to entry-level gamers. More dedicated gamers have also enjoyed it, but it wasn't always 'meaty' enough to satisfy them. Therefore, I wanted to offer them a game that had everything that *Raccoon* had, but more.

Raccoon Tycoon has a very catchy title, and a sequel should have a similar sounding name. So, I started the process by trying to imagine what the title for the next game should be. After a short brainstorm session, *Lizard Wizard* popped out and immediately struck me as a fun-sounding title. The theme was obvious: Lizards who were obviously magic-users...and in this case, the 'Lizards' could be anthropomorphic dragons. It was a hand-in-glove fit with the world of *Raccoon Tycoon*, which was populated by anthropomorphic animals.



But in this 'magic age' in the land of Astoria, the Lizards in question were wizards competing to become the most powerful magic-user.

Now that I had the theme, the context for the game, I was ready to dive into the deep end of all things wizardly. Given the volume and popularity of the topic these days, reference material and inspiration was plentiful. For inspiration, I looked at the worlds of child-wizard novels, other more obscure fantasy-themed novels, role playing games, wizard-themed 4X strategy games, magic themed collectible card games, and traditional wiccan/ wizard lore.



These bits of inspiration told me that the game definitely needed to include the following:

- Wizards that could be collected as 'followers'
- Spells that gave the player powerful abilities



- Seven schools of magic (Druidry, Enchantment, Sorcery, Thaumaturgy, Necromancy, Conjuring, and Alchemy)
- Magical Ingredients for those spells
- Mana as the primary 'currency' in the game
- Wizard Towers and other magical places on the game board as the setting for the various actions
- Familiars that could aid in actions like ingredient (reagents) gathering, spell casting, and other wizardly tasks
- And a dangerous dungeon full of monsters, treasures, and magical items

Once I had the 'stuff' of the game, I had to start working on how all of it would fit into the game: the mechanics. This is the hard work of game design, and took me more than a year with a dozen 'iterations' of the game, each changing how everything worked together, and working a little bit better as a game.

As the design matured, it became clear that the players should have interesting options, and on their turn, they would choose one of those options:

1) GATHER REAGENTS

Just as there are seven schools of magic, there are seven magical reagents, or ingredients, that fuel the magic of Astoria. Knowing where these natural wonders can be found is the essential starting point for every young wizard. Sometimes they use familiars to perform this errand, but it is still very common to find even the most powerful arch-mages lurking in the Enchanted Wood, searching for the most pure reagents.



2) CONVERT REAGENTS TO MANA

Long ago, the wizards of Astoria learned how to convert reagents into mana, the magical energy that powers all things. The process is no longer dangerous, but it still takes great focus and knowledge.

3) RECRUIT WIZARD

The Arch Mages of Astoria are vying for ultimate power, which can only be achieved by drawing several lesser wizards into their circle of influence. They do this through demonstrations of their magical ability. Occasionally, their attempts to recruit a wizard are challenged by one or more rivals, and a Wizard's Duel occurs. These contests of magical power can drain even the most powerful mage.

4) RESEARCH SPELL

Arch-Mages have the ability to learn spells from any of the seven schools of magic. Once they have researched a new spell, it still must be cast with reagents (and the help of a familiar) before it takes effect.

5) CREATE A TOWER

Magical Towers amplify the power of wizards of each school of magic. Towers may be created through powerful magic, or built by workers who must be paid.



6) SUMMON FAMILIAR

Familiars are magical spirits that are summoned and inhabit the bodies of mortal creatures. They are essential servants who perform many vital services for wizards: They can be used for simple errands, such as gathering reagents or gold. They are the only ones who can locate the ever-shifting entrance to the famous Dungeons of Astoria. They are also essential assistants in the complex rituals required to cast spells.

Use the Card for one of four purposes:

- Score one School of Magic (2 Gold/ Card of the same School of Magic as the Familiar)
- Gather Reagents shown on the Familiar Card and Cast any number of Spells
- Clear the Spell Offer, Replace them with four new Spell Cards and select one for free
- Enter the Dungeon

The Dungeon is a fun little 'push your luck' sub-game where the player turns over cards in the dungeon deck. The cards are either treasure or monsters. If they flip over two monsters (more if they have protective spells), they are defeated, and leave with no treasure. If they stop and return to the surface before that, they can keep all of the treasure that they have gathered.

So, at the end of the day, *Lizard Wizard* stayed true to its *Raccoon Tycoon* roots, while offering deeper, more strategic gameplay, lots of magical theme, and beautiful art by Annie Stegg, the artist from *Raccoon Tycoon*.

The creative process started with the name of the game, which inspired the theme, which led to lots of research into that theme, and finally the mechanics that could bring the theme to life in the context of a fun and competitive game.

...

DC WONDER WOMAN[™]

80TH ANNIVERSARY

HEROCLIX

WIZKIDS

DC HEROCLIX: BATTLEGROUND WONDER WOMAN 80TH ANNIVERSARY GAME

WZK 84002 \$39.99 | Available April 2021!

Ripped from the pages of history comes one of the most iconic superhero miniature releases ever! Celebrating 80 years of Wonder Woman, this *HeroClix* boxed miniatures game brings to life her history with a new configuration that will appeal to new and existing *HeroClix* players!

This miniatures game is packed to the brim with awesomeness!



- A meaty multi-session campaign for 2 players that pivots and turns based on the results of the last session
- 10 Premium Quality Pre-Printed Miniatures each with TWO ways to play for beginner or advanced play and their associated character cards you cannot find anywhere else!
- 6 Double-Sided Thick Map Tiles. No folds!
- A refreshed Full-Color 16-page rulebook with all new diagrams and examples to help new players learn *HeroClix*!
- 2 Custom Wonder Woman six-sided dice
- An all-new Powers and Abilities Card with Wonder Woman imagery
- Tokens featuring Amazons, magical objects, and more

Each of the ten miniatures come with two ways to play. One version is optimized for learning the game and playing the scenarios, while the other version is optimized for raw power! Players can decide between an ongoing evolving 8 session scenario campaign or drop right into head-to-head action to be the last woman standing!

These pre-painted miniatures are among the best available. They have terrain, exciting poses, enhanced detail, and advanced painting techniques like drybrush finishes at rarities and breadth rarely seen in *HeroClix*.

The six double-sided map tiles form one of two different 3' x 2' maps. Each scenario tells you which side to use – Paradise Island or Mount Olympus. The tiles show different elevations, terrain to hide behind, and areas that players will begin the game in.





Depending on the results of the scenarios and campaign play, Wonder Woman and the Amazons will either save Paradise Island from destruction or Circe and her allies will replace Wonder Woman with an evil facsimile and plunge the world into darkness! Across a variety of scenarios, players will make strategic decisions which path to victory is ideal for them: achieving objectives or KO'ing the opposition. After players master the scenarios, they can switch from using the easy versions of the characters to the challenging versions!

The rules and Powers and Abilities Card (PAC) will help players dive headfirst into awesome superhero combat action! The PAC has streamlined powers and abilities that are easy to learn and satisfying to master.



Wonder Woman's advanced dial lets her take advantage of her Lasso of Truth, giving her the chance to remove action tokens from herself and beat up on evil-doers every single turn! Players trying out the advanced version of all the included exclusive characters will find they have a similar playstyle but with more options and stronger defenses.



Full-color cardboard tokens featured in this game will represent mystical smoke, enchanted barriers, magical equipment, and even Amazons that aid Wonder Woman in her quest for peace!

Wonder Woman and The Cheetah were designed to be perfect adversaries to each other. Allies like Donna Troy and Circe provide different kinds of support — Donna manages to provide strong backup, but Circe is a source of utility to help bolster her ally's attacks.



Wonder Woman 80th Anniversary Miniatures Game isn't just for hardcore comic fans and gamers! With everything needed to play this is a great onboarding opportunity for new fans to the HeroClix experience!

...



Firelock
& Games


Blood & Plunder



BLOOD AND VALOR



OAK & IRON



SCURVY
DICE

Find your game at Firelockgames.com



Blood & Plunder

MAKING YOUR BLOOD & PLUNDER WORLD

By Mitch Reed



ne of the most loved features of Blood & Plunder is its historical setting in the days of the early colonial Americas. Once a gamer has painted their miniatures, they immediately look to create a beautiful table to show off their models. Firelock Games has some great solutions for those who wish to pick up some terrain that will create a beautiful and engaging world to get lost in.

Games in *Blood & Plunder* can be played in three ways: Sea, Land, or Amphibious. For purely nautical games you will only need a large blue mat and some shoals or rocks to get you started. Firelock games has partnered with Tablewars to provide some beautiful sea mats and templates if you would like an upgrade.

Firelock has even more to offer when it comes to outfitting your land games. Thanks to a relationship with 4Ground, Firelock has some great Spanish villa and dockyard sets that are easy to build and use in a short amount of time. They also have Spanish

villa items made in their warehouse in Miami that are casted in the same materials used to make their ships. In a pinch, a large green cloth and some fish tank palm trees can make for some exciting games.

These docks are also great to park your ships during amphibious games. The Kits from 4Ground also have other types of seaport terrain such as a crane, a boat under construction, cargo barrels and carts that would be found at any seaport during the early colonial period.

I like using the terrain from Firelock and when put together it creates a table that stands out and draws crowds to your games. The game mechanics also helps out the gamer here because to play the game in a town or village is easy to do and you do not have to learn many extra rules to play.

Once you have your terrain collected you have all you need to make a table that stands out and also gives your forces a challenging battlefield to slug it out in. No matter what you choose, you cannot go wrong. Each of their terrain pieces go well together and look high quality on the table.



UNLOCK THE SECRETS OF



UMBRA VIA

PAN 202011 \$39.95 | Available March 2021!

Just beyond the towering vines lies an ancient pathway into the unknown. Push back the thorn-riddled stalks to discover a clandestine garden, blooming with mysterious vigor. Vivid colors mark the way to intricate tiles zigging and zagging through the green. Within the flowers lies the key to greater meaning. An explanation for all things unknown...

In *Umbra Via*, players compete to control and complete the most cunning paths. Players will bid in secret to control the placement of the paths, but once placed they belong to whoever can take control of them. *Umbra Via* mixes blind bidding, area control, and route-building in a delightfully simple-to-learn package. Experience the magic of *Umbra Via* and find out why the winner of the 2019 Cardboard Edison Award belongs on any table.

"Tight, engaging, and elegant" - Cardboard Edison Award 2019

Thematically, you are taking part in a ritual to guide the missing pieces of your soul back to you from the shadows. Your goal is to claim your 13 Soul flowers and your Soul tile (which counts as your final 2 flowers). If you are the first to empty your Soul tile and claim it, you have reclaimed all the pieces of your soul and are declared the winner!

At the start of each round, reveal 4 Path tiles and place them on the Altar board in the random orientation that it is revealed in. Then, players will complete two rounds of secret bidding for those tiles. Players begin with 6 Soul flowers (worth 2) and 32 Energy flowers (worth 1) in their bag. Players simultaneously draw 3 flowers from their bag and use them to choose which tiles to bid on, by placing them on their personal bidding board that matches the spaces on the Altar.

In the first round, you have the element of surprise, but in the second round, everyone can now see what everyone else is going for. This can work for or against you, depending on how you play. There's a lot of tension and excitement in the reveal, as you see whether you outsmarted your opponents, or if they managed to outsmart you.

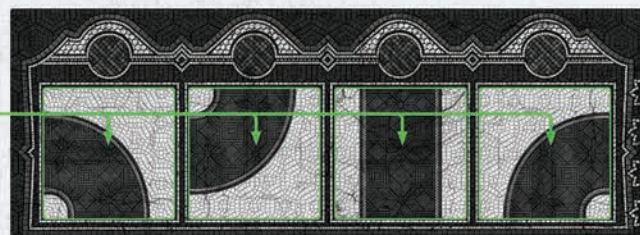
After the second round of bidding, tiles are resolved by placing Order counters on tiles from least flowers to most. This creates a clever situation where the most popular tile might not get the best spot on the board. Then starting with the lowest Order counter, whoever has the highest value of flowers on the tile gets to place it on the board. When the tile is moved to the board, Soul flowers are immediately returned to the players' bags. They help you win the tile for placement, but they don't help you maintain control of the path once it's on the board.

When placing a tile, it must stay in the same orientation as it was on the Altar board and it must touch another tile or open space next to the Altar. Each time a path is completed, meaning all open edges have been closed off, a Summoning occurs and players who contributed to the path earn Soul



flowers. The bigger the path and the more you control the path, the more Soul flowers you'll retrieve when it completes.

Once the Summoning is complete, discard all the tiles in the path and return all flowers to players' bags. As you win more paths, you gain more of your Soul back. This means you increase your chances of winning the bid for a tile, but it decreases your ability to win the paths.



After this, the rest of the tiles will continue to be placed on the board following these same rules. As this goes on, as more paths are completed, then more Summonings occur. Once all the tiles have been moved from the Altar to the board, a new round begins and new tiles are added to the Altar.

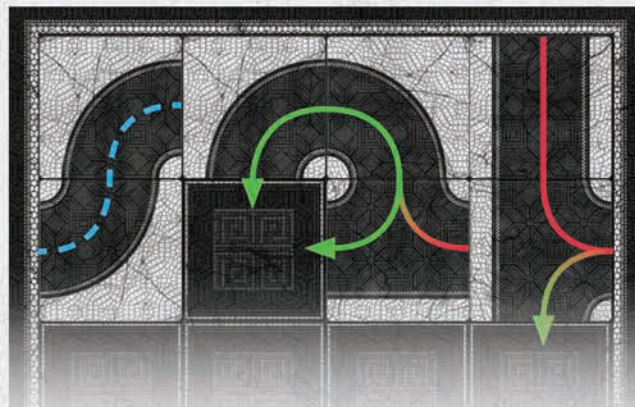
Your Soul Tile is the final piece you must claim to win the game. However, to claim your Soul Tile, you must achieve ALL of the following conditions: You have claimed all of your Soul flowers; you ranked 1st on the completed path; and the completed path is at least 2 tiles long. If you are the first to complete your Soul, you win!

Umbra Via is a game of balance and anticipation. You are playing both the board and everyone else. Each choice you make has a big effect on the state of the board. It's a balancing act between devising your strategy and reacting to others. There aren't an overwhelming amount of actions to take, just decisions about where to put your flowers and tiles. However each of those touches a lot of other decisions that you must consider in order to succeed.

You will create a board together while competing for that same space. There's a lot of satisfaction in trying to make this collective board work out in your favor. Even making the pathways in a dynamic board is rewarding in itself. "It's strangely absorbing, especially for an abstract. The two-stage bidding is great," said one of the judges of the 2019 Cardboard Edison Award.

Umbra Via plays 2 to 4 players, ages 8+, over 30 to 45 minutes. The fascinating gameplay by Connor Wake and striking graphics by Eddie Schillo and Stevo Torres will find their way into game stores nationwide in March 2021. Place your preorder today!

...



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IT'S MORPHIN TIME!



POWER RANGERS - HEROES OF THE GRID

RGS 00850 \$90.00 | Available Now!

With 28 seasons (and counting) of on-screen action, the Power Rangers have been defending Angel Grove from evil villains for years. Now fans of the series old and new can put themselves in the boots of their favorite characters in *Power Rangers: Heroes of the Grid* and the upcoming *Power Rangers Deck-Building Game*!

Power Rangers: Heroes of the Grid is a cooperative game that focuses very heavily on the teamwork and martial arts action that is central to the *Power Rangers* series. Each game has the Rangers facing waves of monstrous threats and using their unique abilities in combination with their teams to overcome impossible odds.

While *Power Rangers* is and always will be a family friendly franchise *Heroes of the Grid* is designed to remain approachable for new gamers while still providing substantial depth and challenge for experienced gamers, many of whom grew up with the *Power Rangers* series. The franchise has been continuously airing for over 25 years and has had a huge variety of characters and storylines. Each era has its own flavor, from the classic teen-drama and campy action of the Mighty Morphin era, to the post-apocalyptic epic of *Power Rangers: RPM*. *Heroes of the Grid* allows players to take control of their favorite Rangers from across the series and relive their favorite moments while also experiencing new ones. With over 40 playable Rangers

POWER RANGERS - DECK-BUILDING GAME

RGS 02195 \$45.00 | Available April 2021!



and dozens of Monsters and Bosses, *Heroes of the Grid* has a truly expansive roster of characters. Each Ranger comes equipped with unique abilities and cards designed to represent their personalities and special skills.

Of course, *Power Rangers* is a franchise focused on teamwork and cooperation, so no one Ranger can win the game alone. Thus, a large





part of the game's strategy involves figuring out how best to synergize your unique abilities with those of your teammates. Each team has its own mechanics and abilities, but players can also enjoy finding new and strange combinations by creating dream teams of their favorite Rangers from across the franchise. In addition to the variety of monsters and bosses the game provides narrative scenarios free online that mix up the game mechanically, providing variants and themed encounters based on story arcs from the comics and television show. Bosses ranging from the classic Rita Repulsa who battles the Rangers with curses and sorcery, to Cyclopsis, the giant war-zord who battles the Rangers with unstoppable attacks that grow in power over time, to the terrifying Lord Drakkon from the BOOM Studios comics; a dark Ranger from a doomed world who steals the Rangers powers to augment his own. Each villain provides a unique and dangerous challenge to the Rangers and gives each game a high-stakes climax befitting the series.

The game also includes a variety of scaling mechanics that help balance the game for various skill levels, allowing experienced players to share in the fun with their families! Overall *Power Rangers: Heroes of the Grid* is designed to give players a truly immersive and action-packed Power Rangers experience, focusing on teamwork battles and defending the world from challenging threats. Fans of the series get to experience new stories in the Power Rangers universe with characters they love



On the other hand, the upcoming *Power Rangers Deck-Building Game* will bring that same martial-arts and giant robot combat that fans love to the tabletop using cards. You can play 1v1, 2v1, and 2v2, with one side playing Rangers while the other plays as Villains. There are six different Rangers and six different Villains to choose from and each comes with a Signature Item and either a Master or a Zord... which might even morph into a Mega Dragonzord! During the game you will add new cards to your deck while defeating your opponent's allies before they can be recruited to fight against you, building your power and arsenal all the while. Attach cards that match the colors on the edges of the character you are playing as to give them new abilities and attacks! Morph your character and watch the sparks fly! Coming this spring, the *Power Rangers Deck-Building Game* brings more classic Power Rangers action to your game table, but this time with a competitive bent.

Whether you are excited by the miniatures (and not so "mini"-ature Zords) in *Power Rangers: Heroes of the Grid* or

want to compete against your friends and family with the strategic card play of *Power Rangers The Deck-Building Game*, Renegade Games has something for you!

...

Jonathan Ying is the designer of Power Rangers: Heroes of the Grid, Bargain Quest, and Star Wars: Imperial Assault, among others.



THE Red Cathedral

DEVIR

Shei S. / Isra C.

RED CATHEDRAL

DVR DEVREDCAT \$34.99 | Available February 2021!

CHAT WITH DESIGNERS SHEI S. & ISRA C.!

Shei S. & Isra C., also known as Llama Dice, are an up-and-coming duo of Spanish game designers. They have several titles in their catalog including Channel Tunnel and the recent hit The Red Cathedral. They have won several important awards including Designers of the Year at the 2019 Dau Games Festival. Join us for a brief chat with them.

Q: First of all, congratulations on all of your recent success! You're fairly well known in Spanish game design circles but now are getting international attention with The Red Cathedral. How does it feel to have designed a global hit?

Thank you for your kind words! People in Spain do know us because we have been making noise for so long and we had some success in some of our designs. The whole "The Red Cathedral experience" feels like... looking down on the edge of a cliff: The views are outstanding, but it gives you vertigo! No one prepares you to be on hotness lists, in a lot of posts, in tweets from big people from the industry... is as scary as delightful.



Q: I'm hearing/reading about the potential emergence of a "Spanish School" of game design. Would you agree with this notion? What would be some of the defining characteristics of the Spanish School?

No, we don't. Neither with a Portuguese/Italian/French school. We know there's a way to catalogue or gather a set of kind of games that turns out that they're from a specific set of designers that also turns out that they're from the same country. For us it would be better to gather all those game concepts in categories that have nothing to do with where the designers/publishers come from. We think that it's unfair for other designers from those countries to not be part of a specific school just because they didn't design a game that fits these specs.

For example, the highest ranked Spanish game is **Polis** and it's euro-wargame heavier than an elephant, but some other remarkable mentions are **Awkward Guests** that is the best deduction game ever, **Holmes: Sherlock and Mycroft**, one of the best set collection games for 2 players, **Virus** that is a filler card game acclaimed worldwide or **Go Cuckoo** that is an awesome dexterity game. None of those games, designers and publishers will fit in just one 'school' and all of them are designed in Spain.

That said, the fact that there is an emerging feeling of a Spanish school is really great! It is a sign that things are going pretty well here and we would be happy if that were to happen.



Q: Your next project with Devir, Walkie Talkie, will release in 2021. Can you tell us about it?

Walkie Talkie is something that we've never done: a cooperative party word game for 2-8 players, in real time. We mean, it's like we took the game mechanics list and picked all of them that we have never used before... and it's amazing. Probably the first of our designs that we had to stop the playtests because we had enough, but the players didn't! They just cannot stop playing!

Q: Anything you've been playing recently that you're really enjoying?

We have been playing a lot of games! But some that we're recently loving are **Praga Caput Regni**, **Polis**, **Blätterrauschen**, **Alma Mater**, **Paris**, **Bonfire**, **Point Salad**, **Cat Lady**, **Sumatra**, **Aqualin** and, of course... you know, **The Red Cathedral**.

Thanks for your time! Looking forward to more of your games!



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GTM 254\$3.99

ART FROM PREVIOUS ISSUE

9TH LEVEL GAMES

BUSINESS WIZARDS

General Enchantments Seeks Motivated Business Wizards! Do you love a challenge? Can you cast legendary spells on time and under budget? Are your illusionary projections actually illusions? Join a magically powered up team with flexible hours, and competitive treasure / experience share. Only highly proficient communicators and ace spellcasters need apply. Experience with Crystal Balls, PCs, and NPCs is a plus. So, grab your staff and your staff - you've just been tasked with another project and the hourglass is already pouring sand. This isn't your regular RPG of eldritch sorcerers. This is an RPG about powerful wizards stuck in mindless, mid-level corporate jobs. How exciting! Scheduled to ship in December 2020.

9LG 8500.....\$14.99



25TH CENTURY GAMES



COLORFIELD

In *Colorfield*, players take the role of an abstract painter and try to create three works of art. Players draw and place tiles on their canvases, and score VP for matching colored sides with other tiles or with the canvas edge. The player with the most VP at the end of the game is the winner. Players can also acquire Tools that allow them to enhance their gameplay abilities. Make something beautiful in *Colorfield*. Scheduled to ship in April 2021.

CGG 12000.....PI

ALDERAC ENTERTAINMENT GROUP



SHEEPY TIME

You are the Dream Sheep - the sheep that people count in order to drift off to Dreamland! Each time you jump the fence, you help everyone fall asleep easier. But beware the Nightmares that haunt these dreams and threaten a rude awakening. Play your cards right, use your Zzzs on the sweetest dreams, and prove you are the dreamiest sheep of All!

AEG 7096.....\$39.99

ANKAMA

DRAFTOSAURUS

Scheduled to ship in February 2021.



AERIAL SHOW EXPANSION

It's time to welcome new species in your park! *Draftosaurus: Aerial Show* will showcase the mighty pterodactyls in their aviary. Discover new strategies to win in a game more jurassic than ever!

LUM ANK280.....\$14.99



MARINA EXPANSION

It's time to welcome new species in your park! *Draftosaurus: Marina* will feature Plesiosaurs that will invade your river. Discover new strategies to win in a game more jurassic than ever!

LUM ANK270.....\$14.99

ARCANE TINMEN

DRAGON SHEILDS



CARD CODEx 80 - BLACK TRIBAL

ATM 35003.....\$11.49

CARD CODEx 160 - BLACK TRIBAL

ATM 36003.....\$16.49

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ATM 34003.....\$23.99

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ATM 37003.....\$31.99

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ATM 11104.....\$6.99

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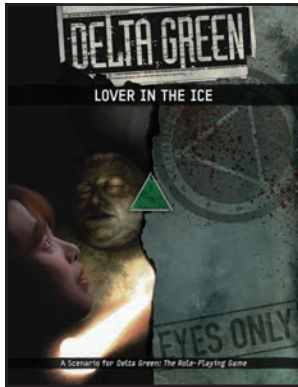
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ARC DREAM PUBLISHING



DELTA GREEN RPG: LOVER IN THE ICE

An apocalyptic ice storm has crippled Lafontaine, Missouri. The Agents must brave the elements to find a missing Friendly and secure a forgotten storage facility packed with artifacts of past operations. They soon confront an appalling horror that invades and mutilates its victims in the most gruesomely intimate ways. What is preying on the citizens of Lafontaine? Can the Agents overcome the threat with decisive investigation and action? Or will they doom everyone in the horrors path including themselves? Scheduled to ship in February 2021.

APU 8144 \$14.99

THE ARMY PAINTER



FEATURED ITEM



GAMEMASTER: DUNGEONS & CAVERNS CORE SET

Whether you descend into murky caverns or treat the pass of ancient Dwarf mines - the *Gamemaster: Dungeons & Caverns Core Set* allows you to create any setting for your roleplaying party. Both fun and extremely easy to build, this set has absolutely everything you need to build any subterranean setting - for any RPG system or skirmish miniature game. Armed with specially manufactured XPS foam board and a versatile hot wire cutter, go crazy and don't let anything but your imagination hold you back!

TAP GM1001 \$99.99



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This incredibly precise *Hot Wire Foam Cutter* will give you clean, accurate and fast cuts - every time! It is the perfect tool for cutting XPS foam sheets for any dungeon backdrop, wargaming terrain or landscape scenery.

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Once you start building dungeons, modern cityscapes, or rugged sci-fi ruins, it gets hard to stop! Restock on XPS Foam sheets with this booster pack, and expand your adventures and gaming boards endlessly. The *XPS Scenery Foam Booster Pack* contains 7 pieces of XPS

Foam boards supplying you with hours of hobby time - enjoy!

TAP GM1003 \$19.99

ASMADI GAMES

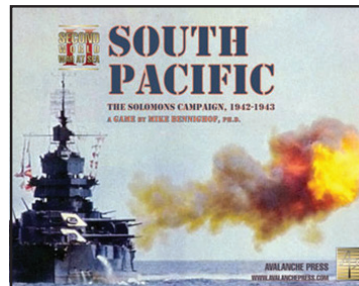
GOOD PUPPERS

Good Puppies is an adorably beautiful game about collecting a yard full of dogs, and using their special ability tricks to bury bones worth lots of points! The rules are easy to teach and learn, but there's enough clever strategy to keep players of all ages and skill levels interested even after multiple plays. Each pup's trick gets stronger as you gather more friends matching its breed - collect a pack of Corgis and they'll be able to do amazing things! Scheduled to ship in March 2021.

ASI 0035 \$16.00



AVALANCHE PRESS



SECOND WORLD WAR AT SEA: SOUTH PACIFIC

The U.S. Navy began its counter-offensive against the Japanese in August 1942, with landings on the islands of Guadalcanal in the Solomon Islands. The Japanese struck back in turn, and fierce naval battles raged in Ironbottom Sound by night while aircraft carriers duelled by day. The Americans and their Australian allies steadily fought their way up the Solomons chain until the Japanese base at Rabaul was finally isolated in June 1943.

South Pacific is a complete *Second World War at Sea* boxed game based on the Solomons Campaign of 1942 and 1943. It covers the naval battles of Guadalcanal, the carrier battles of the Eastern Solomons and Santa Cruz, the surface battles of Vella Gulf, Empress Augusta Bay and Kolombangara, and much more. Scheduled to ship in April 2021.

APL 0037 \$149.99

BATTLEFIELD PRESS

ROBOTECH RPG: INTO THE VOID - A SENTINELS AND SHADOW CHRONICLES SAGA EXPANSION FOR SAVAGE WORLDS

Earth needs allies and it's up to the fleet of the SDF3 and Admiral Hunter to find them and enlist their aid. Find out who the traitor is among the races while you join the fleet in search of adventure and prosperity. This book picks up where *Macross* left off, with new foes, new equipment and new mecha. Scheduled to ship in February 2021.

BPI 1137 \$50.00





ROBOTECH RPG: MACROSS - REVISED SAVAGE WORLDS

Join us as we enter the exciting world of *Robotech*! Strap into your Veritech fighter and battle giant Zentraedi warriors for the fate of mankind. Defend the earth from invasion in your Destroid. Help maintain the fragile peace after the war that left most of the Earth devastated. Inside this book you will find a complete *Savage Worlds* setting for the *Macross* era of *Robotech*. Play as your favorite characters, Rick Hunter, Max Sterling, Linn Minmai, Breetai, Exedore and more. You can even make your own character to fight in the first *Robotech* War. This book is expanded and revised from its original version. Scheduled to ship in February 2021.

BPI 1135A.....\$50.00



SAVAGE WORLDS: PULP FANTASTIC

It is an age of exploration and daring. An age of discovery, peril and mad science. It is the age of *Pulp Fantastic*! *Pulp Fantastic* is a fast-paced game of action and adventure, where stalwart heroes face down dastardly villains, weird menaces and bizarre monstrosities in the name of all that is right and true! *Pulp Fantastic* contains everything you need to create your own high-octane pulp adventures featuring masked avengers, mad scientists, gritty gumshoes or any other kind of pulp hero you can imagine. Included are a gazetteer and timeline of the Pulp Era, rules for creating vile villains and strange inventions, and a bestiary of monstrous creatures! Adventure calls! Will you answer? Scheduled to ship in February 2021.

BPI 2007.....\$50.00



ROBOTECH RPG: RETURN TO EARTH - A MASTERS AND NEW GENERATION SAGA EXPANSION FOR SAVAGE WORLDS

The Masters are coming, the Invid are here, join the forces of the Southern Cross in defending the planet Earth, while waiting for the return of Admiral Hunter. This book picks up where *Macross* left off, with new foes, new equipment and new mecha. Scheduled to ship in February 2021.

BPI 1136.....\$50.00

CAPSTONE GAMES

SPOTLIGHT ON



GLASS ROAD

Celebrate the 700-year-old tradition of Bavarian glass-making in *Glass Road*! In Uwe Rosenberg's classic resource management and tile placement game, players take on the role of medieval glass-makers tasked with the production of glass and bricks. Over four building periods, players will use their identical hands of 15 Specialists and attempt to outwit and outplay their opponents as they develop their landscape, gather resources, and erect prominent buildings and structures to keep their business (and profits) flowing. Scheduled to ship in April 2020.

CSG FS6460.....\$59.95



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SHADOWRUN RPG: 6TH EDITION MOBILE GRIMOIRE SPELL CARDS

Magic in the Sixth World is not about complex incantations, detailed hand movements, and long scrolls (except when it is). It's about hitting fast, hitting hard, and moving on. *Mobile Grimoire* is for use with *Shadowrun: Sixth World* and provides references to dozens of spells, with game stats and rules, so you can select, cast, and go. Scheduled to ship in March 2021.

CAT 450872.....\$14.99

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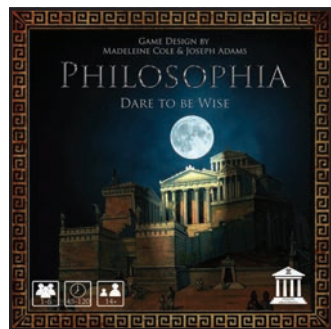
12MM (36)

CHX 23814.....\$9.98

16MM (12)

CHX 23614.....\$6.98

COGITO ERGO MEEPLE



PHILOSOPHIA: DARE TO BE WISE

In *Philosophia: Dare to be Wise* you will build schools, battle it out in public debates, learn profound wisdom and make deals with the Olympic Gods. All in an effort to prove yourself the greatest mind of the era. The goal in *Philosophia* is to gain three Labyrinth Tokens before the ancient Greek World is superseded by the Romans. There are many different paths you can take to do this; from building schools dedicated to your teachings, to locking yourself away in temples to develop your ideas. Scheduled to ship in May 2021.

HIA 01000.....\$79.00



PHILOSOPHIA: FLOATING WORLD

Philosophia: Floating World is a fully simultaneous, stand-alone, deckbuilding board game for 1 to 6 players, inspired by the artwork and ideas of Edo Japan. *Floating World* is built by gamers for gamers. Set in feudal Japan, in this stand-alone game you will play as one of six unique characters from that era. They each have an individual power, a mysterious secret and an intricate miniature. Explore this fascinating, beautiful world, build majestic pagodas and Shinto shrines, learn ancient eastern wisdom or fight fearsome monsters. Scheduled to ship in May 2021.

HIA 02001.....\$99.99

CONTENTION GAMES

IMPERIUM: THE CONTENTION (RETAIL EDITION)

Seize the Void Scepter, in *Imperium: The Contention*, the 4X card game. Choose one of 6 factions, each with a preconstructed deck. Or build your own from a complete collection of over 300 cards! Build your empire, deploy your fleet, move your ships into position, and battle your enemies. Seizing the Imperial Capital may lead you to victory... or ruin. Only one may wield the Void Scepter! Scheduled to ship in March 2021.

CGM 0002.....\$50.00



CORVUS BELLI

INFINITY



ALEPH JOHN HAWKWOOD, MERC OFFICER (K1 MARKSMAN RIFLE)

CVB 280750-0858.....\$15.49



NOMADS TUNGUSKA CHEEKILLERS

CVB 281507-0853.....\$45.49



PANOCEANIA BOOSTER PACK ALPHA

CVB 281218-0856.....\$45.49



ALEPH OPERATIONS ACTION PACK

CVB 280866-0857.....\$95.99



YU JING BOOSTER PACK ALPHA

CVB 281318-0859.....\$45.49



COMBINED ARMY JAYTH CUTTHROATS, SHASVASTII INDEPENDENT ASSAULT GROUP

CVB 281608-0855.....\$40.99

CRYPTOZOIC ENTERTAINMENT

SPOTLIGHT ON



DC COMICS DBG: RIVALS - FLASH VS REVERSE FLASH (STAND ALONE OR EXPANSION)

Two players take the roles The Flash and Reverse Flash and battle each-other using Cerberus Deck-Building game elements. Scheduled to ship in June 2021.

CZE 28975.....\$19.99

CUBICLE 7



WARHAMMER FANTASY RPG: ARCHIVES OF THE EMPIRE - VOL. 1

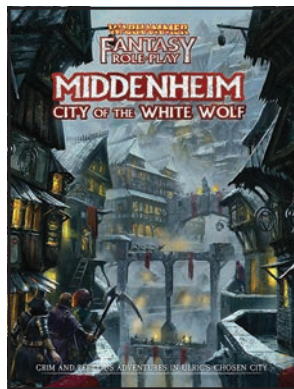
Just North of Altdorf, not far from the village of Frederheim, the cult of Shallya maintains a Hospice. Behind its imposing walls, troubled souls are given succour, and a lucky few find respite. Not so for one of its denizens, however, who is fireless in her mission to compile a record to outlive the world - her Archives of the Empire. The End Times are coming, and her quill is ceaseless in a frantic race against time. Her letters find their way to every corner of the Empire. Scheduled to ship in April 2021.

CB7 2424.....\$34.99

**WARHAMMER FANTASY RPG:
MIDDENHEIM - CITY OF
THE WHITE WOLF**

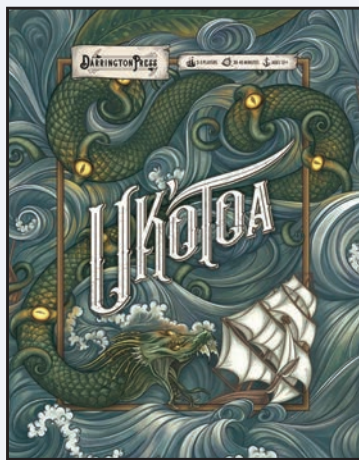
Middenheim - City of the White Wolf takes players out of the familiar Grand Province of the Reikland, and drops them in the centre of Ulrican influence and power in the Old World. Middenheim sits at the heart of the Empire's Northern expanse, and is the perfect setting for endless grim and perilous adventure! Each district of the expansive city is carefully detailed, with locations, plot hooks and NPCs too numerous to list. A beautifully illustrated map, provided with both GM and Player version, shows off the city in exquisite detail. Scheduled to ship in April 2021.

CB7 2416 \$39.99



DARRINGTON PRESS

SPOTLIGHT ON



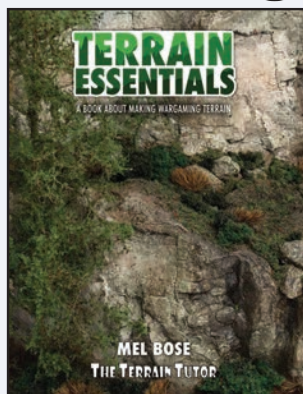
UK'OTOA

The flagship title from Darrington Press, *Uk'otoa* is a fast-paced, enthralling game of thrilling nautical adventure from the world of Exandria (as seen on the webseries *Critical Role*), for gamers everywhere. *Uk'otoa* is a tactical game of semi-cooperative card play where factions of sailors vie to be the last claimed by the titular raging sea leviathan. A must-have for fans of tactical card play, map reduction board games, and legendary sea creature enthusiasts. Scheduled to ship in February 2020.

DRP UKO-001 \$29.99

**DAVE TAYLOR
MINIATURES**

SPOTLIGHT ON



TERRAIN ESSENTIALS

A BOOK ABOUT MAKING WARGAMING TERRAIN

MEL BOSE
THE TERRAIN TUTOR

TERRAIN ESSENTIALS

Mel Bose - The Terrain Tutor - has been building terrain for almost as long as he can remember. When he was five, Mel built playsets for his little green army men in the corner of a craft store. He was often assisted by model railroaders who were regulars at the store and, by the time he turned 15, Mel was primed for a life of building terrain. Mel has traveled the world, as a medic in the army, a physiotherapist, and even a salesman. He has worked with people from all walks of life, and looked at things from many different perspectives. It is the approach that he brings to his successful YouTube channel, *The Terrain Tutor*.

DTM 1051 \$50.00

DRACO IDEAS



HELP ARRIVES

In *Help Arrives!* you are in command. Your troops, whether they are enthusiastic militiamen or the best tanks of the time, will live or die according to your choices. Take advantage of the terrain and capabilities of your troops. Manoeuvre with cunning before you get to close quarters - can you change the course of history? *Help Arrives!* is a tactical strategy game, the fifth in the War Storm Series (WSS), covering the Spanish Civil War and the international units that participated in the conflict: CTV, international brigades, the Condor Legion and Soviet aid and much more. Scheduled to ship in February 2021.

DOI HA001 \$69.00

RORSCHACH



Introducing Capstone Games' new
FAMILY BRAND



Available in April!

MSRP: \$29.95
SKU: ROR101

GAMES

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GMT

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DRACO STUDIOS



DODOS RIDING DINOSAURS

Unleash your cunning and devious side with Dodos Riding Dinosaurs, a wacky tabletop racing game where only one player will emerge victorious! Once dodos and dinosaurs lived peacefully, but now an impending meteorite threatens extinction and dodos and dinos must team up to run for their lives. Only the fastest racer will be saved! Scheduled to ship in April 2021.

DAO 42100.....\$55.00

WAR FOR CHICKEN ISLAND

Gather your army, prepare your resources and get ready to fight your opponents to prove who is the rightful ruler of chicken-island! Scheduled to ship in December 2020.

DAO 41100.....\$72.00



ELDRITCH CENTURY RPG (5E)

Premium slipcase including two hardcover books, totalling over 600 pages with beautiful full color illustrations. Eldritch Century is a sci-fi horror roleplaying game where each character takes the role of an agent in a 1986 alternative earth where a great fog has swallowed Europe. Scheduled to ship in March 2021.

DAO 02100.....\$89.99



DRAGON DAWN PRODUCTIONS



DARWINNING

Darwinning is a competitive card game suitable for 2-6 players who wish to compete for the ultimate survival of their species. During the game, players can compete against opponents to win the right to improve their species over a period of three eras. During each era, players take advantage of a trick-taking card phase that give rise to the adaptation of a species to growing the size of population, becoming the most effective predator and being able to survive in the widest range of environments. Then a survival phase takes advantage of a species adaptations to withstand all that the world may throw at it, and ultimately contributes to the successful survival of the most developed species. Scheduled to ship in December 2020.

DDP DARWINNING.....\$35.00

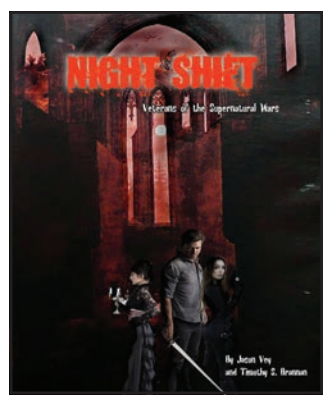


PERDITION'S MOUTH: ABYSSAL RIFT (REVISED EDITION)

Perdition's Mouth is a deeply immersive dungeon crawl adventure style game set within a collection of scenarios that form an extended campaign. The game has a strong role-play feel to it but each adventure requires no dungeon master due to the automated non-player character action Rondel. Designed as a fully cooperative game, Perdition's Mouth accommodates from one to six players taking on the role of brave heroes delving ever deeper into the Abyssal Rift to thwart the threat posed to humanity. Scheduled to ship in February 2021.

DDP PMREEN.....\$129.00

ELF LAIR GAMES



NIGHT SHIFT RPG: VETERANS OF THE SUPERNATURAL WARS

Night Shift: Veterans of the Supernatural Wars is an urban fantasy, horror, and dark modern supernatural game that uses classic and familiar mechanics combined with modern design sensibilities. It allows you to mimic all the tropes of just about any film, TV series, or novels you like, from cheerleaders chosen to slay vampires, to sisters imbued with the power of cho sen witches to worlds where Fae of all manner battle in the politics of light and dark and more. Scheduled to ship in February 2021.

ELG 2000.....\$40.00

EVAN AND COLIN



EVAN AND COLIN'S MONSTER CARDS FOR 5E

Evan and Colin's Monster Cards for 5e are 70 huge reference cards for the most commonly used creatures in 5th edition D&D. Inspire and entertain your players with amazing art on one side and official stats on the other. These cards feature a beautiful, modern design and focus on usability at the table. Take your tabletop games to the next level with these easy to use cards. Scheduled to ship in February 2021.

EAC 101.....\$29.99

FASA GAMES

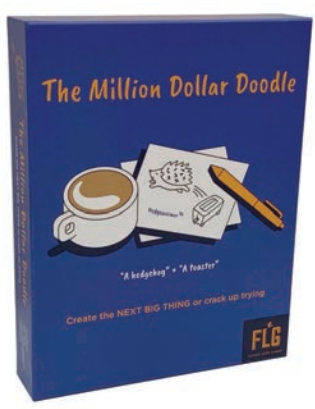


EARTHDAWN: LEGENDS OF BARSAIVE - HAVEN VOL. 1

Legends born in the shadows of ruin. The adventurers paradise of Haven flourishes, while a dark power within the adjacent ruins of Parlainth stirs. Parlainth was once Thera's crown jewel in Barsaive, but the opulent city was brought low during the Scourge. When Namegivers first returned to the world, a group of adepts came together to found a town on the ruins borders. From this town, countless young heroes have embarked on quests for fortune and glory. Nearly five years after the end of the Second Theran War, more heroes than ever before flock to the chaotic frontier town. Scheduled to ship in February 2021.

FAS 14601.....\$39.99

FLYING LEAP GAMES



THE MILLION DOLLAR DOODLE

The Million Dollar Doodle is a party game in which players come up with funny, 'brilliant' new companies and products and then pitch them to their friends and family. The game has both cooperative and competitive elements: you cooperatively create companies by building on each others' ideas, then competitively pitch them.

FLG 3001.....\$30.00

GALLANT KNIGHT GAMES



FOR COIN & BLOOD RPG 2E HC

For Coin & Blood is an old school fantasy roleplaying game with a twist... A twist of the knife! Embracing the literary genre known as grimdark, and inspired by stories of mercenaries, sellswords and blackguards, For Coin & Blood keeps you on your toes, as you tell stories about the terrible things that can happen to people, when they head out in search of coin, passion, and revenge... This new edition features expanded and revised rules, new classes, a setting, as well as more art and new fiction! Scheduled to ship in February 2021.

GAL 059.....\$29.99



TATTERED MAGICKS RPG

Tattered Magicks is a tabletop role-playing game for telling tales of urban fantasy and horror where magick and monsters are real. This world is just like ours, but will soon be challenged by creatures of myth and legend. The world of Faerie exists, though its been closed away for centuries. And this time, the Fae want to take our world as their own. *Tattered Magicks* uses the Inverse20 engine, a fast resolution system that utilizes a d20. Included are rules for creating characters, magick, and monsters, plus a starting scenario that provides a quick start to your campaign! Scheduled to ship in February 2021.

GAL MATM001 \$19.99



TINY TAVERNS RPG HC

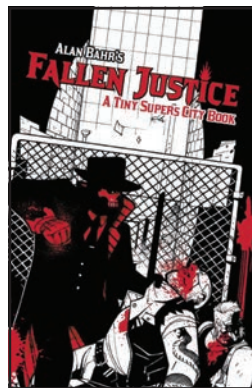
Heart-Warming Fantasy! The story you tell with *Tiny Taverns* is one of friendship, a group of former adventurers running a tavern together. This tavern happens to exist in a fantasy world, replete with monsters, magic and cheerfully-crafted menus (and hijinks!) Using the rules in this book, you'll be able to play to tell new heartwarming stories in this slice-of-life inspired TinyD6 narrative RPG! It's a new storytelling game powered by an revised iteration of TinyD6, more akin to Fate or Powered by the Apocalypse, but still the same minimalist nature you love! Scheduled to ship in February 2021.

GAL 046HC \$29.99

TINY SUPERS RPG: FALLEN JUSTICE

Tiny Supers Hits The Iron Age Of Comics... And the Iron Age hits back! *Fallen Justice* is the first expansion for the bestselling *Tiny Supers* roleplaying game. Providing over 10 new archetypes, rules for equipment kits, utility belts and generating the crime-ridden neighborhoods of The Devil's Haven, you've got all the tools you need for gritty powerless vigilante-ism in the minimalist TinyD6 ruleset. Scheduled to ship in February 2021.

GAL 061 \$18.99



GAMELYN GAMES

TINY EPIC METAL

Scheduled to ship in April 2021.



TINY EPIC PIRATES

In *Tiny Epic Pirates* you take control of a Pirate ship with the goal of burying vast amounts of wealth on secret island hideaways. Plundering allows you to acquire booty from settlements at a very reasonable rate. Its amazing how negotiating changes when your blunderbuss is at the ready. A crate of gunpowder for a promise of no harm? Fair exchange. Attacking Merchant Ships and other Pirates will grow your reputation. It also happens to be a great way to score some gold and more booty to sell. Be enough of a

menace and you may just become a Legend of the Sea! Scheduled to ship in April 2021.
GLG TEP \$30.00

COINS

GLG TEPMC \$15.00



VAMPIRE

RIVALS

THE MASQUERADE

EXPANDABLE CARD GAME

AVAILABLE NOW!

2 - 4 PLAYERS | 30 - 70 MINUTES | MSRP \$45 | RGS2171

LEARN TO PLAY AT

VAMPIRERIVALS.COM/LEARN

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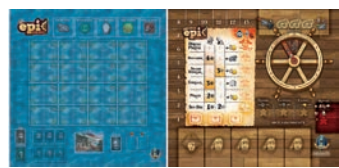
CURSE OF AMDIAK EXPANSION

In *Tiny Epic Pirates: Curse of Amdiak*, rumors of the unthinkable are spreading quickly around the islands. Rumors of dead pirates returning to the sea... aboard an ominous ghost ship helmed by the legendary pirate Amdiak... Several new game elements are added to play including cursed gold, a ghost ship that haunts the players as they try to steal the cursed gold, ancient relics, haunted map cards and even skeleton crew! Players gain cursed gold by stealing it from the ghost ship and attacking other pirates who possess it. Cursed gold can be traded for an ancient relic said to hold ashes of Amdiak. Bury this relic and break the Curse of Amdiak!

GLG TEPCA \$15.00



GAME MAT
GLG TEPA01 \$30.00



PLAYER MAT SETS
GLG TEPA02 \$25.00



TINY EPIC SKULL DICE SET
Scheduled to ship in April 2021.
GLG TEPA03 \$10.00

GDM GAMES



INSTACRIME: CASINO

Instacrime is a cooperative game system which introduces you to a mystery that needs to be solved by a group of detectives. Each player must describe the contents of their photographs in order to share the information at their disposal with the objective of setting out a joint theory that explains the case. Each case is unique and unrepeatable, and therefore, it can only be played once. But don't worry! If you want to make the most of it, let a group of friends play it and have fun listening to their theories. Scheduled to ship in February 2021.

GDM 2120 \$10.00



INSTACRIME: MUNFORD

Dorothy Munford, the owner of the publishing emporium named after herself, organizes the annual family reunion in the hotel that's been hosting it for years and that has earned her trust. Mrs. Munford wants to use the gathering to meet her lawyer and change her will. The young man brings the documents that both Dorothy and her right hand at the company must sign; the latter, as a witness. *Instacrime* is a cooperative game system which introduces you to a mystery that needs to be solved by a group of detectives. Scheduled to ship in February 2021.

GDM 2119 \$10.00

GEEKTOPIA GAMES

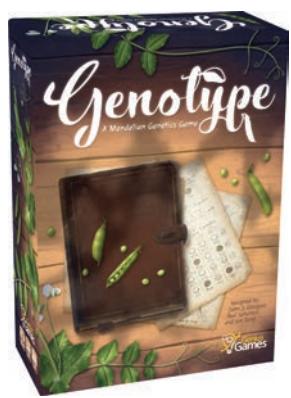


CAGE MATCH!: THE MMA FIGHT GAME

Cage Match! is the tabletop game of head-to-head, mixed martial arts combat. Styles makes fights! Control a mixed martial arts fighter from a variety of backgrounds, from boxing to freestyle wrestling to Brazilian Jiu-Jitsu. Defeat your opponent by knock out or submission. Secretly select your move, gain focus and then spend it on power moves. Every move has a counter and it might come down to a roll of the dice. Step into the cage!

GPG 100 \$24.99

GENIUS GAMES



GENOTYPE

Join Gregor Mendel's paradigm-shifting experiments in *Genotype*, a dice-drafting, worker placement game for 1 to 5 players. Take the role of research scientists and collect experimental data, acquire powerful tools, and secure funding to make valuable upgrades. Track dominant and recessive phenotypes and watch hereditary principles in action. The scientist who sows the most plants and best predicts the results reaps victory. Scheduled to ship in February 2021.

GEN GOT1011 \$49.99

GLOBAL GAMES

BIG EYES, SMALL MOUTH RPG 4TH EDITION

Scheduled to ship in April 2021.



2D ANIMINIS

BESM 2D Animinis are cardboard miniature standees that helps bring dynamic characters and NPCs to life in your gaming adventures - adding over 100 monsters, characters, mecha, and animals to your anime tabletop RPG stories. These gorgeous illustrations are printed in a variety of sizes on sturdy punchboards, and are ready to be inserted into the included plastic bases. It's an affordable and compact way to bring your adventures to the next level!

GGD JPG808 \$9.95



4TH EDITION: DICE TOWER AND TRAYS

GGD JPG813 \$34.95

SPOTLIGHT ON



DRAMATIS PERSONAE

Do you like NPCs? Because we've got NPCs! The four small *Dramatis Personae* PDF volumes of adventure NPCs have been a hit with *BESM Fourth Edition* fans, and so we are collecting them all into one printed volume. We are also adding a dozen never-seen-before new entries, plus a section on NPC organisations in the *BESM Multiverse*.

GGD JPG809 \$34.95



EXTRAS

We have created an entire book dedicated to *BESM Fourth Edition* rules variations, extended game mechanics, expanded optional guidelines, creative adventuring elements, and plenty of ready-to-use examples of spells, powers, and items.

GGD JPG812 \$34.95



**GREEN RONIN
PUBLISHING**

SPOTLIGHT ON



MUTANTS & MASTERMINDS: TIME TRAVELER'S CODEX

The Time Traveler's Codex brings all the comic book excitement of time travel shenanigans to your Mutants & Masterminds game. It contains everything you need to handle time travel in your campaign and opens up wondrous new adventures across the time stream.

GRR 5519 \$39.95

JASCO GAMES

MY HERO ACADEMIA CCG

Scheduled to ship in March 2021.



2-PLAYER RIVAL DECK

This Rival Box contains two 51 card starter decks and 2 random Ultra Rares from the My Hero Academia Collectible Card Game. Izuku Midoriya and Katsuki Bakugo face off in this explosive 104 card beginners set for the My Hero Academia Collectible Card Game! Each deck is ready to play right out of the box, but can also be expanded with cards from the My Hero Academia Collectible Card Game booster packs. These decks also include exclusive cards not found in the Series 1 booster packs! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

JAS UVS01C PI



BOOSTER DISPLAY (24)

This display contains 24 booster packs of 10 cards each for the My Hero Academia Collectible Card Game. Use these booster packs to join All Might, Izuku Midoriya, Katsuki Bakugo, and the rest of Class 1-A for exciting battles! Players need at least 1 My Hero Academia Rival Deck to use the cards within. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

JAS UVS01A PI



DECK-LOADABLE CONTENT 1 - EXPANSION PACK

This pack contains 20 foil cards: 4 Character Cards, 2 of each Character's Attacks, and 2 of each Character's Foundations. Players get even more in this exciting expansion pack with new Character Cards for All Might, Tenya Iida, Ochaco Uraraka, and Tsuyu Asui! Players will need to purchase at least 2 of these DLC packs to obtain a full playset of the cards inside. At least 1 My Hero Academia Rival Deck is needed to use the cards within. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

JAS UVS01D PI



GAME PLAYMATS

ALL MIGHT
JAS UVS01G PI
IZUKU MIDORIYA
JAS UVS01J PI
KATSUKI BAKUGO
JAS UVS01H PI

GAMES

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TOKYO SIDEKICK SUPPLEMENT

Combining anime and superheroes together in a full-colour, 24-page NPC expansion? Yes, please!

GGD JPG814 \$9.95



GOODMAN GAMES

DUNGEON CRAWL CLASSICS DICE

Scheduled to ship in January 2021.



BEAKED UNICORN

GMG 6061 \$29.99



GOWL

GMG 6059 \$29.99



HELLCAT

GMG 6056 \$29.99



MANED DICE

GMG 6057 \$29.99



SKELETON DICE

GMG 6058 \$29.99



DUNGEON CRAWL CLASSICS: JUDGES SCREEN - THICK

This new edition of the DCC RPG judges screen is printed on extra-thick cardstock for a heavy, durable feel. The judge-facing side includes all the reference tables a judge needs to play the game, and the player-facing side features three panels of iconic Doug Kovacs paintings. Scheduled to ship in January 2021.

GMG 5103 \$19.99

IDW
GAMESFAN
FAVORITE!**GHOSTBUSTERS: BLACKOUT**

Suffering from a city-wide blackout and an onslaught of ghosts, it's up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players travel all over New York City to bust baddies and keep the mass hysteria to a minimum.



IDW 01678.....\$39.99

DESIGNER: JON COHN
ARTIST/COVER: DAN SCHOENING

AVAILABLE NOW!AWARD
WINNING!**TONARI**

The small island of Kuchinoshima has been hit by a terrible storm, leaving the village with only a single fishing boat. Each hoping to prove themselves the village's best fisherman, 2-4 players take turns moving the boat marker around the island, collecting any fish tiles they land upon. At the end of the day, the player with the best haul wins, but there's a twist—each player's score is added to their left neighbor's score before determining the winner!

- A point-sharing, tile-laying game with 42 full color acrylic tiles
- Artwork from Kwanchai Moriya
- Game design from Alex Randolph and Bruno Faidutti



IDW 01656.....\$29.99

DESIGNER: ALEX RANDOLPH AND BRUNO FAIDUTTI
ARTIST/COVER: KWANCHAI MORIYA

AVAILABLE NOW!**GALAXY HUNTERS**NEW!
LISTING!

In *Galaxy Hunters*, 2-4 players take on the role of mercenary pilots in battle mechs hired by Megacorporations to hunt and harvest rampaging mutants. *Galaxy Hunters* blends the excitement of crafting a unique character with the deep strategy of Euro-style, worker placement. Pick your Merc, customize your Mech and compete in a fierce rivalry to be the top mutant hunter in the Galaxy!

- Includes (4), large (65mm) Battle Mech miniatures!
- Mix and match pilots and mechs to unlock new powers and special abilities with *Galaxy Hunters'* inventive neural-link system.
- *New Ways to Hunt* expansion allows for 5 players to compete with more rewards and higher risk!



IDW 01533.....\$79.99

JANUARY RELEASE!

DESIGNER: DANIEL ALVES



SONIC THE HEDGEHOG DICE RUSH

Speed is Sonic's game, and in *Sonic The Hedgehog Dice Rush*, you and up to 3 of your friends are in a real-time race to build the best Sonic the Hedgehog level.

- A "gotta go fast," real-time, dice rolling game
- Match dice to collect cards and build the ultimate the Sonic level
- 2 decks of cards that feature classic Sonic level pixel art.



IDW 01470.....\$19.99

DESIGNER: JONATHAN YING

AVAILABLE NOW!



SONIC THE HEDGEHOG: CRASH COURSE

Speeding through the classic Green Hill Zone, players in *Sonic the Hedgehog: Crash Course* race to be the first player to collect 5 of the 7 Chaos Emeralds! Countless track configurations allow for new race experiences every time you play!

- Race forward and leave your opponents in the dust.
- Collect items then heal damage.
- Win if you're the fastest to earn the most Chaos Emeralds!
- Includes 4 pre-painted plastic miniatures!



IDW 01484.....\$29.99

DESIGNER: SEAN McDONALD

AVAILABLE NOW!

GALAXY HUNTERS: NEW WAYS TO HUNT EXPANSION

With the *"New Ways To Hunt"* expansion, Mercs can take on bigger risks for bigger rewards. This expansion offers a 5th player to compete for top Mutant Hunter in the Galaxy! *Duar Krill* joins the hunt as the newest Mercenary and the *Iron Smoker Mech* is included in this expansion!

- Battle through the four main sagas, gaining power and perfecting techniques as you progress, or create a single battle against iconic villains.
- Increase your Power Level to gain access to power Transformations.
- Techniques provide unique abilities that modify your attack rolls.
- Requires *Galaxy Hunters* Base Game to play.
- Includes (1) additional Battle Mech Miniature!



IDW 01934.....\$29.99

JANUARY RELEASE!

DESIGNER: DANIEL ALVES

**NEW!
LISTING!**

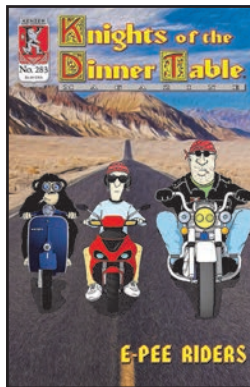


KENZER & COMPANY

KNIGHTS OF THE DINNER TABLE #283

This multiple award-winning comic magazine features the hilarious misadventures of a group of gamers (the Knights) and their friends, along with useful role-playing and other articles for gamers, from a gamers perspective. It's a slice of (fantasy) life in strips, articles, reviews and features, and a wonderful celebration of the gaming culture! Scheduled to ship in March 2021.

KEN 283 \$6.99



KOLOSSAL GAMES



HUNT THE RAVAGER

A vengeful samurai has risen from beyond the grave, seeking the ruin of the Empress that betrayed him. In search of three imperial treasures, the spirit ravages all in his wake. Now the Empress must call upon her three most trusted hunters to locate the Ravager before he exacts his vendetta. *Hunt the Ravager* is an asymmetric, card-driven game of hidden movement where 2-4 players will each take turns as the Ravager or the hunters seeking him. The Ravager will score points for destroying the land and successfully returning treasures to his hidden lair. The hunters will need to quickly locate the

Ravager to protect the treasures and minimize the ruin to the Empress' lands. Scheduled to ship in February 2021.

KLH UN001 \$30.00

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: ANCIENT GUARDIANS BOOSTER DISPLAY (24)

Ancient Guardians unearths powerful new monsters in Spring 2021! This 60-card booster set introduces 3 brand-new strategies along with older cards that enhance them. As in *Toon Chaos* and *Genesis Impact*, 15 cards from the set will also be available as Collectors Rares, and these will include a mix of new cards and older favorites. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85251 \$95.76

KYODAI GAMES



INFINITY'S EDGE RPG

Welcome to *Infinity's Edge*, where you take on the role of a gamer who's playing a fully immersive virtual reality, massively-multiplayer online role-playing game! Inspired by the LitRPG genre of fiction, *Infinity's Edge* allows you to play a fantasy hero like never before, one who can discuss levels, gear drops, crafting recipes, and the relative merits of different skills and classes with other players, or even with the NPCs in the game! Death is no longer a barrier, because you'll just respawn, although having to go get your gear from your corpse is a bit of a headache. Scheduled to ship in February 2021.

KYG 001IE \$17.99

TINYD6 RPG: THUNDERSCAPE

Fifteen years ago, the Age of Thunder ended with the Darkfall, a horrific supernatural cataclysm of unknown origin! For more than a decade, the people of Aden have struggled to survive against the horrible creatures known as Nocturnals, fighting for every resource in a world that barely resembles its former glory! The forces of steel, magic, technology, and the hybrid art of mechamagic are now brought to bear as never before against the enemies of civilization! Join forces with the likes of Radiant Order paladins from Arasteen, brilliant mechamages from Urbana with their powerful golem servitors, master wizards from the ruins of Aramyst, and the prowess of the Steamwrights Guild and the Thunder Scouts, bringing their technological mastery to the battlefield! Scheduled to ship in February 2021.

KYG TTD601A \$24.99

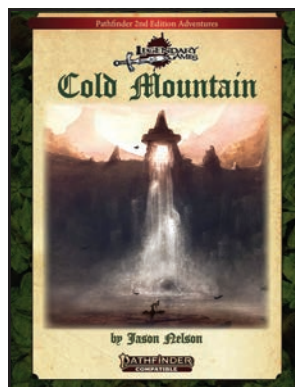


TINY SUPERS: TINY LEGACIES

Tiny Legacies is a toolkit to create your own campaign world, with all the advice and suggestions you need to make certain your world is fully realized and has taken into account all the little things that can make it unique in a densely populated field. And every step along the way, *Tiny Legacies* demonstrates the implementation of this advice with an example, creating the Legacy Universe as it goes. Put on your cape, heroes. It's time to save the world! Scheduled to ship in February 2021.

KYG 001TL \$15.99

LEGENDARY GAMES



COLD MOUNTAIN (PF2)

Cold Mountain is a *Pathfinder* Second Edition adventure for 4th-level characters that takes the heroes past the reach of civilization, coming face to face with strange and primitive folkways and faerie powers. This adventure brings an evocative atmosphere of Dark Ages-style barbarism and mysticism into a traditional fantasy campaign, delivering challenges to overcome with words and deeds as well as on the field of battle. Your players will need cunning, guile, and a silver tongue to succeed where their magic and their sword arms may not prevail. Scheduled to ship in February 2021.

LGP 021KB01PF2 \$15.99



LEGENDARY PLANET: THE ASSIMILATION STRAIN (PF2)

The Assimilation Strain is an introductory adventure for *Pathfinder* Second Edition which can be played as a standalone adventure for 1st-level characters or as a prelude to the *Legendary Planet Adventure Path*, introducing heroes from any fantasy world to the cosmic threat of alien invaders from beyond who see nothing on this planet but another world to conquer. The adventure blends exploration and negotiation alongside elements of horror and a desperate battle to survive against a foe bent on their enslavement or extermination. Scheduled to ship in February 2021.

LGP 202LP02PF2 \$14.99



ARCForge CAMPAIGN SETTING: WHAT LIES BEYOND (SF/PF2)

Arcforge Campaign Setting: What Lies Beyond is the final installment exploring the *Arcforge* universe, bringing you a treasure trove of *Starfinder* Roleplaying Game and *Pathfinder* Roleplaying Game rules and options for players and GMs alike alongside extensive lore and mechanics for the vaster cosmology of the *Arcforge* universe. Uncover the nature of the planes and learn about the forces which govern them with incredible options for GMs and players alike! Scheduled to ship in February 2021.

LGP 449AF11PFSF \$24.99

SPOTLIGHT ON



MARTIAN FLUXX (DISPLAY 6)

Are you ready to conquer the earth? *Martian Fluxx* is a classic monster story in ever-changing card game form. It's an Invasion from the Planet Mars! The players are the Martians determined to destroy the Pathetic Humans who are keeping them from winning. It's got Flying Saucers, Giant Tripod War Machines, Tentacles, Ray Guns, a Mothership, and of course, a Space Modulator. Be careful you don't want your Humans escaping from the Abduction Chamber!

LOO 038 \$16.00

SPOTLIGHT ON



SEVEN DRAGONS (DISPLAY 6)

Seven Dragons is a fast domino-like game, where players attempt to be the first to create a connected territory of seven panels of their dragon. Secret Goals add the opportunity to bluff, and with aggressive Action cards in the mix, subterfuge is a necessity! *Seven Dragons* features original paintings by Larry Elmore, the legendary artist who painted the dragons from the early D&D *Monster Manual*!

LOO 039 \$16.00

OZ FLUXX (DISPLAY 6)

Does life seem drab and humdrum? Let the cyclone of the ever-changing card game, *Fluxx*, whisk you away to a magical world of fun! Mingle with Munchkins, make new friends, and follow the Yellow Brick Road to see the Wizard, but keep a bucket of water handy: you never know when you might need to melt a Wicked Witch. Next stop... the land of Oz!

LOO 050 \$16.00



LUDICREATIONS



ON THE UNDERGROUND: LONDON/BERLIN

The massive network of London Underground stations makes up one of the most complex transportation systems in the world, and *On the Underground* challenges you to develop it. Build the most successful lines, connect them to landmarks and attract passenger traffic!

LDR 1922000 \$39.95

LYNNVANDER STUDIOS

GASCONY'S LEGACY

Scheduled to ship in February 2021.

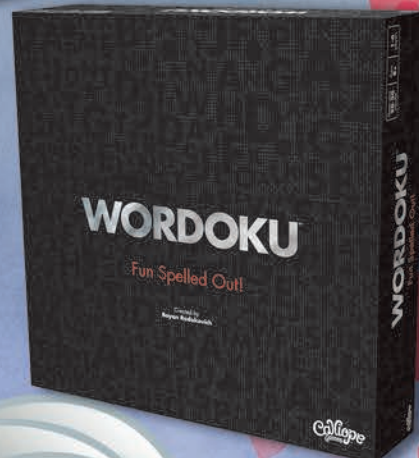
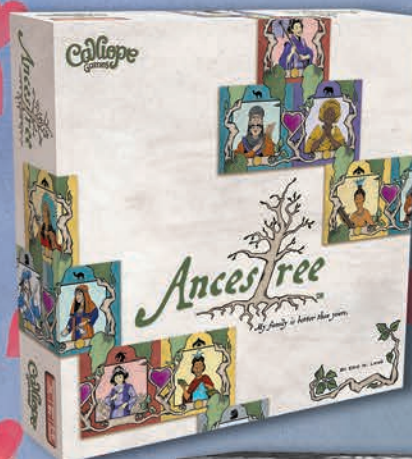


GASCONY'S LEGACY

The 17th Century is an age of enlightenment and renaissance. For some, it's an age of chivalry but for others it's an age of corruption. France is in danger of becoming despoiled by both greed and tyranny. Her only hope lies with the Kings Musketeers!

LYN GASC01 \$39.99

Perfect for 2
(or more!) players!



www.CalliopeGames.com

Game play
20-50
minutes

Ages
8+

2-6
players

GAMES

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3D TERRAIN EXPANSION
Includes slot-together cardboard objects for all terrain tiles used in *Gascony's Legacy*, plus the expansions: *The Man in the Iron Mask* & *The Count of Monte Cristo*.
LYN GASC04\$17.99



COUNT OF MONTE CRISTO EXPANSION
The Adventures of the Musketeers continue! Follow the punishments enacted by the *Count of Monte Cristo* against his enemies in new outdoor environments. Includes a new 3-story campaign, with 2 new playable characters, more weapons, Reactions and Enemies.
LYN GASC02\$17.99



MAN IN THE IRON MASK EXPANSION
The Adventures of the Musketeers continue! Join Aramis on his quest to free the Man in the Iron Mask from prison and swap him with the kind of France in this expansion for *Gascony's Legacy*! Includes a new 3-story campaign, with 2 new playable characters, more weapons, Reactions and Enemies.
LYN GASC03\$17.99

MANA PROJECT STUDIO



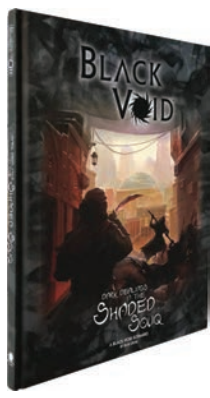
JOURNEY TO RAGNAROK RPG
Journey To Ragnarok is an adventure and setting module for characters of level 1st to 15th, inspired by Norse Myths and legends, compatible with *5th Edition*. It is a captivating adventure that will lead the Heroes from Midgard through the Nine Worlds. In an epic journey, the fate of men will be tied to that of the Gods, until the final moment, the Ragnarok. Scheduled to ship in February 2021.
MPS 10001\$49.90



JOURNEY TO RAGNAROK RPG: GM SCREEN
5th Edition Game Master Screen, designed for the *Journey To Ragnarok* setting. The inside of the screen features: Map of the Nine Worlds; Rune Divination System; Handouts with Alignments, Nine Virtues and Midgard Clans. Scheduled to ship in February 2021.
MPS 10002\$19.90

MODIPHIUS

BLACK VOID RPG: DARK DEALINGS IN THE SHADED
Dark dealings in the Shaded Souq takes the protagonists on an exhilarating adventure, introducing the characters to the intrigue and viciousness hidden beneath the pristine facades and gilded domes of the Khameeliya district. While establishing contact with a burgeoning human commune in the Khameeliya district, the protagonists find themselves framed for massacring exotic animals belonging to the powerful Ghurayb guild. Incriminated in a virulent conspiracy and seeking to exonerate themselves before vigilante justice catches up to them, they unwittingly stumble across a plot with implications far beyond the Eternal City. Scheduled to ship in February 2021.
MUH 52118\$19.99



MONGOOSE PUBLISHING

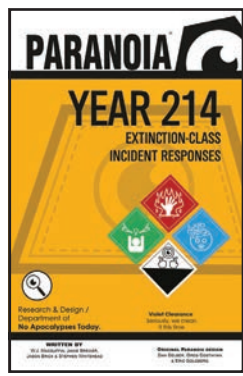
PARANOIA RPG
Scheduled to ship in February 2021.



DISASTER DECK
Troubleshooters! There are no disasters in a utopia like Alpha Complex, just happy little accidents that cause sector-wide evacuations. And with this Disaster Deck, players and GMs alike can use cards to create genuine happy accidents like: Earthquake! Discard your hand and enjoy dodging falling concrete! Each card includes an instant effect and one that keeps happening each turn until the Disaster card is discarded.
MGP 50015\$15.99



MIND THE GAP
Mind the Gap is a mission for *Paranoia* and the final one in the *Project Infinite Hole* campaign. You do not need to have played the three previous missions to enjoy this one since it is full of fun like raging idiots, a trip to the Outside or Underplex, black lasers and Holey the Black Hole Mascot. And at the end, the Troubleshooters can literally save the world or destroy it. Wait, really? Our continued existence depends on Troubleshooters working together for the greater good? Oh vat, we are doomed.
MGP 50017\$19.99



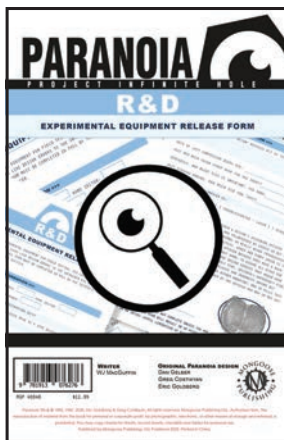
EXTINCTION-CLASS INCIDENT RESPONSES
This is the *Extinction-class Incident Response Book*. Inside, *Paranoia* GMs will find 15 different experiments that almost ended all that we know, love, hate, like, like-like and pretty much everything. Each comes with details on the experiment, its intended results, the actual results and some locations & NPCs. Even better, busy GMs will find a three-act mission prompt based on that experiment! Sure, GMs have to fill in the details, but the nefarious plots, nonsensical motivations and random scenes of petty violence are already there. But this also lets GMs craft their own custom missions full of their own personality and anti-social tendencies.
MGP 50019\$24.99



MISSION BOOK - THE HOLE BLAME
The Hole Blame is a mission for *Paranoia* and the third (of four) in the *Project Infinite Hole* campaign. (Owning and playing the previous missions is not required but is a rather good idea.) Players and GMs alike with love a frankenstein Briefbot, an active Public Hating Square and up to eight in-mission mini-missions that trick the team into getting Friend Computer to finally recognize that large singularity even though not a single citizen admits that it is right over there. Hey, if no one says it exists, do you want to be the one pointing it out to Friend Computer? Scheduled to ship in February 2021.
MGP 50014\$19.99



REFURBISHED STUFF
Paranoia players keep saying the same thing. Experimental R&D devices are great, but I wish I could get less reliable ones. Thanks to Friend Computers innocuous but omnipresent surveillance, R&D heard you. Finally, you can purchase or be volunteered to test used experimental devices with Thriftylist! This marketplace has everything Troubleshooters both want and fear: armour, Coretech apps, surveillance devices, weapons and miscellaneous stuff. Yes, stuff. All these items were handpicked from the previous *Paranoia* editions great equipment books, *Stuff and Stuff 2!* And they have all been updated to this edition.
MGP 50016\$19.99



THE R&D EXPERIMENTAL EQUIPMENT RELEASE FORM PAD
MGP 50013\$11.99

SPOTLIGHT ON



THE RESEARCH & DESIGN BOX SET

Troubleshooters! Do you like weird, risky experiments? (Yes!) *Project Infinite Hole* brings the wonder, broken laws of physics and lapse safety standards of Research & Design back to *Paranoia*! Instead of simply sending Troubleshooters to their much-deserved deaths, you can also send experimental devices with them that help their much-deserved deaths happen more often! With this sourcebook, GMs have everything needed to bring R&D back into the Troubleshooters' lives. Yes, they will be grateful or they get to test the Angry Beebots again.

MGP 50012\$59.99

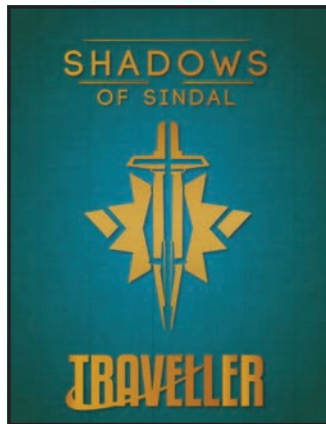


THRIFTYLIST CARD DECK

Troubleshooters! Wait, you want a warranty for these refurbished devices? That's cute. *Thriftylist* brings back some of the weirdest, deadliest and most off-putting devices from the old *Stuff* and *Stuff 2* books as refurbished items. And now you have the Equipment cards to go along with classic *Stuff* like the Scrubot Costume, Chainsaw Gun and Eyeshutters. Well, you have them if you go buy this.

MGP 50018\$14.99

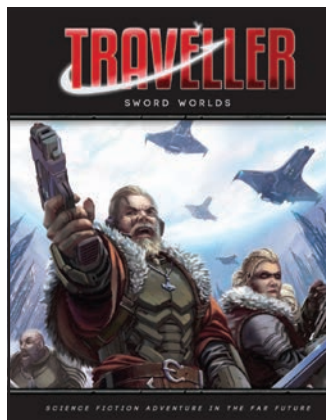
TRAVELLER RPG
Scheduled to ship in February 2021.



SHADOWS OF SINDAL

Shadows of Sindal is a three-part campaign set against the backdrop of the Pirates of Drinax. The discovery of a long-forgotten key prompts a mission to Paal, an easy task to find and open a vault containing treasures from the Empire of Sindal. King Oleb expects a quick return with a huge payoff, but nothing is ever that simple.

MGP 40037\$44.99



SWORD WORLDS

Sword Worlds details the people of the Sword Worlds Confederation as they have never been seen before. Their motivations, their strengths and their weaknesses along with the truth behind Imperial stereotypes of reckless spacegoing chauvinists, and the darker side of their culture. This book examines how the worlds of the Confederation interact with one another, and how a technologically outmatched people have managed to stave off Imperial dominance for so long.

MGP 40038\$49.99

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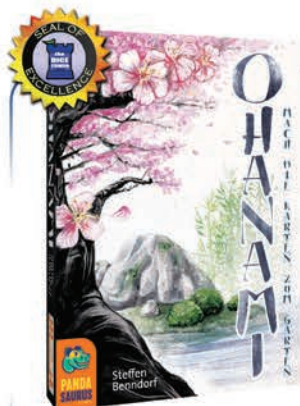
GAMES

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OHANAMI

- Unique drafting set collection game!
- A new-classic card game!
- A best seller in Germany and France!

NOW AVAILABLE!

PAN202013 \$14.95

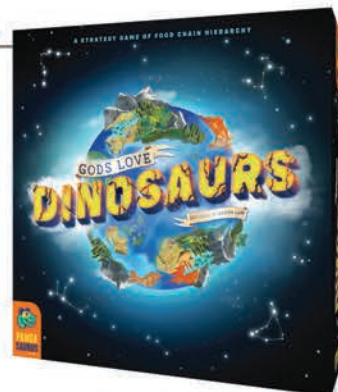


GODS LOVE DINOSAURS

- From the designer of Magic Maze.
- Fun domino-like tile-laying.
- Control a food-chain from top to bottom!

NOW AVAILABLE!

PAN202016 \$39.95



THE GAME: QUICK & EASY

- Standalone follow up to the best seller!
- Easier to teach, new unique gameplay.
- Fun new family-friendly art!

NOW AVAILABLE!

PAN202014 \$14.95

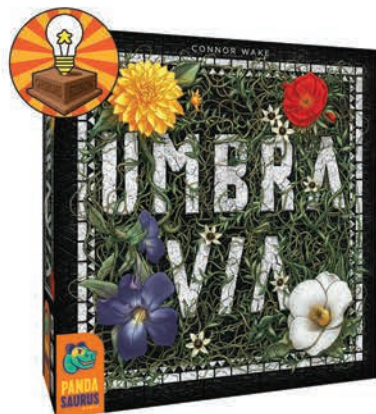


TAMMANY HALL

- The best seller is back!
- Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.

NOW AVAILABLE!

PAN202012 \$49.95



UMBRA VIA

- Winner of the 2019 Cardboard Edison award.
- Secretly bid on tiles to build and control the board
- A game of balance and anticipation!

RELEASES MARCH!

PAN202011 \$39.95



PRE-ORDER

CTRL

- A great fit for the whole family.
- 3D area-control!
- Cover your friends' cubes before they cover yours

NOW AVAILABLE!

PAN202007 \$24.95





DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—but manage customer casualties!
- Now includes THREE different types of dino meeples!

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PAN201703 \$59.95



**NOW ONLY
\$59.95**



MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.

BACK IN STOCK!

PAN201821 \$29.95



SONORA

- Flick discs into the right quadrant to score points on your dry erase sheet!
- Stunning art and exciting player interaction.
- A blast for both families and gamers!

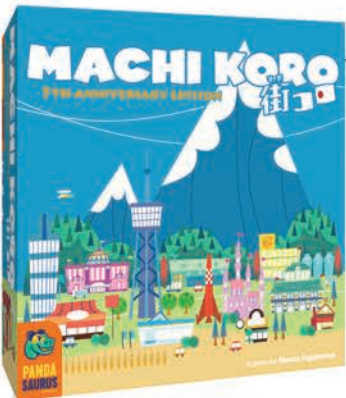
PAN202005 \$29.95



THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

PAN201820 \$12.95



MACHI KORO LEGACY

- Play 10 games in campaign, then have a replayable game!
- Add new mechanics each game and open secret boxes!
- From famed designer Rob Daviau

NOW AVAILABLE!

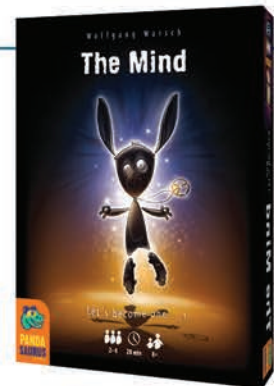
PAN201904 \$49.95



THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.

PAN201809 \$12.95





OSPREY GAMES

STARGRAVE

In *Stargrave*, players take on the role of independent operators, choosing from a range of backgrounds each with their own strengths, weaknesses, and associated powers. Next, players must hire a crew for their ship, recruiting a lieutenant with a unique skill-set and a handful of soldiers, mechanics, hackers, and other specialists. Some captains may even recruit strange alien lifeforms with abilities no humanoid could ever possess. Once the players' crews are assembled, they are ready to dive into a campaign. Scheduled to ship in April 2021. OSP 837509 \$35.00



PAIZO PUBLISHING

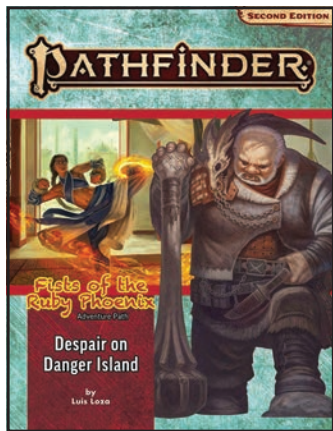
SPOTLIGHT ON



PATHFINDER RPG: ADVANCED PLAYER'S GUIDE (POCKET EDITION) (P2)

This 272-page *Pathfinder* Second Edition rulebook contains exciting new rules options for player characters, adding even more depth of choice to your *Pathfinder* game! Inside you will find brand new ancestries, heritages, and four new classes: the shrewd investigator, the mysterious oracle, the daring swashbuckler, and the hex-slinging witch! The must-have *Advanced Players Guide* also includes exciting new options for all your favorite Core Rulebook classes and tons of new backgrounds, general feats, spells, items, and 40 flexible archetypes to customize your play experience even further! Scheduled to ship in February 2021.

PZO 2105-PE \$24.99



PATHFINDER RPG: ADVENTURE PATH - FISTS OF THE RUBY PHOENIX PART 1 - DESPAIR ON DANGER ISLAND (P2)

Despair on Danger Island is a *Pathfinder* adventure for four 11th-level characters. This adventure begins the *Ruby Phoenix Tournament Adventure Path*, a three-part monthly campaign in which the players compete in Golarion's most amazing fighting tournament. This adventure also includes new rules to help the Game Master create an entire roster of rival fighting teams, maps and lore of the dangerous tropical island of Bonmu, and a boatload of new island monsters. Scheduled to ship in April 2021. PZO 90166 \$24.99

SPOTLIGHT ON



PATHFINDER RPG: BESTIARY 3 (POCKET EDITION) (P2)

With more than 300 classic and brand-new monsters, this 320-page beautifully illustrated softcover rulebook completes the collection of creatures begun in the first two *Pathfinder Bestiary* volumes. From classic creatures like clockworks and tooth fairies, returning favorites like imperial dragons and mighty titans, to brand-new menaces found all over Golarion, this must-have tome of monsters designed to challenge characters of any level is an essential companion to your *Pathfinder* game! The pocket edition presents the same contents in a smaller-sized softcover for a lower price and better portability. Scheduled to ship in March 2021. PZO 2107-PE \$24.99



PATHFINDER RPG: FLIP-MAT - SHIPWRECKS

Whether it's a sudden disaster that strikes during a sailing voyage, an unexpected discovery while exploring a desolate coastline, or the focus of a treasure map, shipwrecks present a memorable site for adventure. This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. This double-sided combat map features two different shipwrecks for you to use at your table. Scheduled to ship in April 2021.

PZO 30113 \$14.99

SPOTLIGHT ON



PATHFINDER RPG: POTIONS AND TALISMANS DECK (P2)

Every hero relies on a few extra resources to get through a day of dangerous adventuring: a restorative potion, special arrows, an extra scroll, or the perfect talisman. The *Pathfinder Potions and Talismans Deck* contains 110 cards detailing every consumable magic item in the *Pathfinder Core Rulebook*, including ammunition, oils, potions, scrolls, talismans, and more! Each card features statistics, descriptions, and beautiful full-color illustrations. Whether you're a GM building a merchant's wares or a player stocking up for your next adventure, the *Potions and Talismans Deck* keeps your must-have items at hand! Scheduled to ship in April 2021. PZO 2224 \$22.99



STARFINDER RPG: ADVENTURE PATH - FLY FREE OR DIE PART 6 - THE GILDED CAGE

The Gilded Cage is a *Starfinder* adventure for four 11th-level characters. This adventure concludes the *Fly Free or Die Adventure Path*, a six-part monthly campaign in which players take on the role of a merchant crew with an experimental starship, trying to get rich, escape interplanetary assassins, and outwit their rivals. This volume also includes advice on continuing the campaign beyond level 13, and full details on *Smugglers Moon*, an elite paradise and refuge for the galaxy's most illustrious and wealthy criminals. Scheduled to ship in April 2021. PZO 7239 \$22.99



STARFINDER RPG: FLIP-TILES - ALIEN PLANET MOONSCAPE EXPANSION

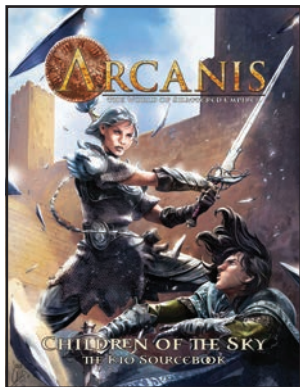
Starfinder Flip-Tiles: Alien Planet Moonscape Expansion provides beautifully illustrated 6' x 6' map tiles that can be used to create the wide vistas of a cratered planetoid or an icy moon! Inside, you'll find 24 richly crafted, double-sided map tiles. This expansion set, along with *Starfinder Flip-Tiles: Alien Planet Starter Set*, allows you to create a variety of extraterrestrial environments for endless planetary encounters! So stop your sketching and start your flipping today! Scheduled to ship in April 2021. PZO 7506 \$19.99



STARFINDER RPG: PAWNS - ALIEN ARCHIVE 4 PAWN BOX

The extraterrestrial life-forms of *Starfinder Alien Archive 4* come alive on your tabletop with this impressive collection of creature pawns for use with the *Starfinder Roleplaying Game* or any tabletop science fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of an alien from the *Starfinder* RPGs fourth collection of interplanetary threats and unique player character races. Each cardboard pawn slots into a size-appropriate plastic base, making it easy to mix with traditional metal or plastic miniatures. Scheduled to ship in April 2021. PZO 7423 \$34.99

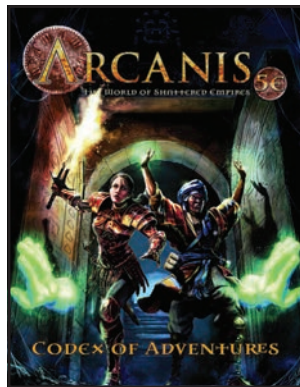
PARADIGM CONCEPTS



ARCANIS 5E: CHILDREN OF THE SKY

Isolated in the far off and exotic region known as the Western Lands, the kio are an inscrutable race, their complex and strange culture bewildering many. Now the veil is lifted on their rich and wondrous culture as the Children of the Sky's secrets are exposed. From their byzantine political system, and their complex, but sophisticated dueling code, to the secrets of their progenitors, the truly alien pure blood kio, delve into their history and culture as never before. Scheduled to ship in February 2021.

PCI 2605.....\$24.99



ARCANIS 5E: CODEX OF ADVENTURES VOL. 1

Arcanis: The World of Shattered Empires is a world rife with epic adventure, with ancient mysteries to unlock, long lost tombs to explore, and malevolent adversaries to confront. Within are six adventures written by the industry's most talented authors that will pit you against some of Arcanis' deadliest foes! Epic Adventures and implacable foes await you in the Shattered Empires! Scheduled to ship in February 2021.

PCI 2603.....\$29.99

PEGASUS SPIELE



ARMATA STRIGOI: RESURRECTION

Close to extinction, the Strigoi play their last card, invoking a blasphemous sacrificial rite that will lead to the rebirth of Deus Diabolus Tempter - the Cobra King! Can the Powerwolf prevent the rise of this lethal enemy? Resurrection adds a dynamic and fast-paced new gaming experience to *Armata Strigoi* that will keep you in suspense until the very end! In addition to the rules of the base game, the Powerwolf heroes now have to stop the Strigoi from bringing the dreaded Cobra King and its Succubi into the world. Scheduled to ship in January 2021.

PSD 57701G.....\$39.95



THE DWARVES: BIG BOX

In *The Dwarves*, players will immerse themselves in the world of Markus Heitz' bestselling novel series. They join together to defend Girdlegard against the invading evil forces of Orcs, Trolls and Älfar. Each scenario loosely follows the story of one of the five novels. This way, the players can experience the entire saga in a thrilling co-operative gaming experience. Scheduled to ship in January 2021.

PSD 51933E.....\$59.99



SPY CONNECTION

For a spy, a network of valuable contacts and inconspicuous travel opportunities is elemental to their survival. But as the players of *Spy Connection* will soon come to learn, in a job as dangerous as this, contacts may vanish into the underground and the window of time to use a secure travel route may close at any point. Which missions will the players try to complete? How will they best use their network for this? And at what point will they sacrifice their existing network for the benefit of new routes? Scheduled to ship in January 2021.

PSD 51224G.....\$29.99

PHALANX

SPOTLIGHT ON



SUCCESSORS

Alexander the Great is dead. All his most loyal generals tribute their respect to their dead king, staring at his ring, a symbol of great power and the war of the succession is soon to come! *Successors* is one of the best multiplayer strategy games ever published and this new fourth edition published by Phalanx promises to become the best edition ever of this classic board game. Scheduled to ship in March 2021.

AGS PHGA076.....\$99.95

SUCCESSORS: GIANT PLAYING MAT

To help all the players to have the game under control, Phalanx has made the *Successors: Giant Playing Mat*, an accessory set that contains 1 giant neoprene playing mat, one side printed in eco-leather, with enlarged playing areas for an easier gameplay. Scheduled to ship in March 2021.

AGS PHGA079.....\$75.00



PLAID HAT GAMES

SPOTLIGHT ON



ASHES: REBORN - MASTER SET

Use imaginative cards and custom dice to summon faithful allies, combine powerful spells, and outwit your opponents in a fast paced back and forth barrage of well-crafted magic and strategic skill. With 247 cards and 40 dice included, this box alone contains billions of build options. Roll your dice and use their magic to cast powerful spells and creatures from the very beginning of the game. Unique back and forth gameplay! Allows players to choose targets carefully and consistently plan their strategy around opponents upcoming actions. Scheduled to ship in November 2020.

PHG 200-5.....\$49.95



GAMES

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GTM

FEB 2021

41



ASHES: REBORN - THE BOY AMONG WOLVES EXPANSION DECK

Wild in spirit, Koji Wolfcub is the feral defender of the Spiral Jungle and those who call it home. Koji communes with the animals and elders of the Spiral Jungle alike, and both have come to respect the untamed power that drives him. *The Boy Among Wolves* deck, featuring new Phoenixborn Koji Wolfcub, is a full, ready-to-play Ashes expansion deck including 5 conjurations. Scheduled to ship in November 2020.

PHG 210-5.....\$14.95



ASHES: REBORN - THE CHILDREN OF BLACKCLOUD EXPANSION DECK

At the top of the world sits Blackcloud – a bleak and venerable city. There rules Brennen, a fifteen year old wielding merciless blood magic, seeking to restore his family and city to the terrifying glory of their ancient heritage. *The Children of Blackcloud* deck, featuring new Phoenixborn Brennen Blackcloud, is a full, ready-to-play Ashes expansion deck with all-new cards including 1 conjuration. Scheduled to ship in November 2020.

PHG 201-5.....\$14.95



ASHES: REBORN - THE FROSTDALE GIANTS EXPANSION DECK

Rin Northfell is a jovial Phoenixborn whose lust for life and battle flares up like a beacon in his frigid homeland. Rin shuns the subtlety of complex magic, preferring spells and monsters as robust and as considerable as his spirit. *The Frostdale Giants* deck, featuring new Phoenixborn Rin Northfell, is a full, ready-to-play Ashes expansion deck with all-new card including 2 conjurations and a conjured alteration spell. Scheduled to ship in November 2020.

PHG 202-5.....\$14.95



ASHES: REBORN - THE GRAVE KING EXPANSION DECK

From the disease-ravaged city of Marrowden, comes the stench of death, and the staggering shapes of fallen warriors. James Endersight would lay claim to the ultimate prize, and there is no price too foul for him to pay. This talented sociopath wields his power, stripping the living of their flesh, and raising their bones to do his bidding. Scheduled to ship in November 2020.

PHG 215-5.....\$14.95



ASHES: REBORN - THE BREAKER OF FATE DELUXE EXPANSION SET

Famed Phoenixborn Jericho Kill has unlocked the ability to manipulate time itself! Jericho has journeyed into the temporal planes. She has defeated Phoenixborn from across many timelines and claimed their greatest weapons as her own. She now returns, reborn in fire, and prepared to turn the path of her own timeline. Scheduled to ship in November 2020.

PHG 218-5.....\$29.95



ASHES: REBORN - THE DEMONS OF DARMAS EXPANSION DECK

Something sinister lurks in the shadows of Darmas, the City of Perpetual Darkness. Under the full-moon light, Harold Westraven and his bestial minions stalk their prey. Consume enemy units to empower Harold with the dark power he requires to defeat his enemies. Call upon the transformative ability of vampyric allies and bestial minions to decimate all who stand in Harold's path. With a unique combination of ceremonial and sympathy magic, Harold holds the key to immortality itself, if one is willing to pay the price. Scheduled to ship in November 2020.

PHG 212-5.....\$14.95



ASHES: REBORN - THE GHOST GUARDIAN EXPANSION DECK

Rimea Careworn unleashes powerful Illusion and Sympathy magic to raise ancient warriors from beyond. Scheduled to ship in November 2020.

PHG 213-5.....\$14.95



ASHES: REBORN - THE KING OF TITANS EXPANSION DECK

Balance the power of Nature and Divine magic to unleash the titans of the desert on unsuspecting prey with Xander Heartsblood. Scheduled to ship in November 2020.

PHG 214-5.....\$14.95



ASHES: REBORN - THE DUCHESS OF DECEPTION EXPANSION DECK

The *Duchess of Deception* deck, Featuring new Phoenixborn Victoria Glassfire, is a full, ready-to-play Ashes expansion deck including 2 conjurations. Victoria requires 10 Illusion (purple) dice to play, which are included in the *Ashes: Rise of the Phoenixborn* base set. Scheduled to ship in November 2020.

PHG 204-5.....\$14.95



ASHES: REBORN - THE GODDESS OF ISHRA EXPANSION DECK

Enlightenment awaits for those who devote their lives to Astrea, the Goddess of Ishra. She is holiness incarnate, and her will carries with it the might of divinity. Kneel before her or fall. *The Goddess of Ishra* deck, Featuring new Phoenixborn Astrea, is a full, ready-to-play Ashes expansion deck including 4 conjurations. Scheduled to ship in November 2020.

PHG 209-5.....\$14.95



ASHES: REBORN - THE LAW OF LIONS DELUXE EXPANSION SET

The *Laws of Lions* deck, Featuring new Phoenixborn Odette Diamondcrest, is a full, ready-to-play Ashes expansion deck, including 10 divine dice AND a premium deckbox to hold sleeved cards, 10 dice and tokens. Scheduled to ship in November 2020.

PHG 205-5.....\$29.95



ASHES: REBORN - THE MASTERS OF GRAVITY EXPANSION DECK

Enter the vortex of Hemlock and tame the forces of Gravity. Echo Greystorm has mastered power beyond the grasp of others, and he intends to bring it to bear on the enemies of Hemlock. The *Masters of Gravity* deck, Featuring new Phoenixborn Echo Greystorm, is a full, ready-to-play Ashes expansion deck including 2 conjurations. Scheduled to ship in November 2020. PHG 207-5.....\$14.95



ASHES: REBORN - THE PROTECTOR OF ARGIA EXPANSION DECK

High atop the tree-city of Birdsnest, Fiona Mercywind schemes to end the war that has disturbed the natural balance of her homeland. She avoids conflict as much as possible, but when interlopers invade the vast realm she has sworn to protect, they leave with less of themselves than expected. Fiona pulls her powers from Charm and Sympathy magic. Scheduled to ship in November 2020. PHG 216-5.....\$14.95



ASHES: REBORN - THE ROARING ROSE EXPANSION DECK

The *Roaring Rose* deck, Featuring new Phoenixborn Leo Sunshadow, is a full, ready-to-play Ashes expansion deck including 3 conjurations. Leo requires 10 Charms (pink) dice to play, which are included in the *Ashes: Rise of the Phoenixborn* base set. Scheduled to ship in November 2020. PHG 203-5.....\$14.95



ASHES: REBORN - THE SONG OF SOAKSEND DELUXE EXPANSION SET

The *Song of Soaksend* deck, Featuring new Phoenixborn Namine Hymntide, is a full, ready-to-play Ashes expansion deck, including 10 sympathy dice AND a premium deckbox to hold sleeved cards, 10 dice and tokens. Scheduled to ship in November 2020. PHG 206-5.....\$29.95



ASHES: REBORN - THE SPIRITS OF MEMORIA EXPANSION DECK

From the silent catacombs of Memoria, the City of Spirits, comes Sembali Grimtongue. Sworn to defend the graves of those lost in the fight against the chimera, Sembali is gifted with divine magic capable of dissolving the servants of her enemies. Sembali's illusory assassins hide in the shadows and strike out against those who would desecrate the graves of Memoria. Command an all-new Phoenixborn with powerful spells and skilled allies, and call upon divine and illusion magic to drive back the enemies of Memoria. Scheduled to ship in November 2020. PHG 211-5.....\$14.95



ASHES: REBORN - UPGRADE KIT

This *Upgrade Kit* is a very cost effective way for any player of the original *Ashes* to upgrade their entire collection to be ready to play with the *Ashes Reborn* rules and products. We have poured over every card in the *Ashes* card pool and revised cards that needed rebalanced, simplified, or otherwise changed to fit in with our goals for the new ruleset. Make the game more accessible and intuitive without losing any of what makes it fun and rewarding to play. Scheduled to ship in November 2020. PHG 217-5.....\$29.95

Tsuro: Phoenix Rising

Light Your Path!

Game play
20-50
minutes

Ages
8+

2-8
players

Calliope
Games

www.CalliopeGames.com

PLATYPUS INDUSTRIES



THE RATCATCHER

You are the Ratcatcher! The only person capable of dispelling the plague suffered by the town of Brie & returning the realm to peace. You know the ways of the rats and must use all your skills, bravery, and cunning in order to defeat them. But beware: The rats are beginning to change, and it's not for the better, so hurry! A solo only game that offers a unique adventure theme & experience unlike most others. The game pits you, The Ratcatcher, against a seemingly endless horde of rats in a brutal race for survival. Destroy rats, explore the township & most importantly gather the magic cheese. Scheduled to ship in February 2021.

PLA 18301 \$27.00



THE RATCATCHER: 12 PECULIAR RAT TOKENS

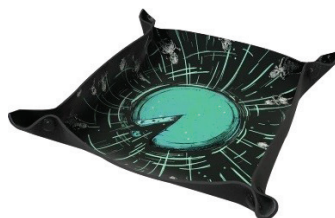
The magic cheese can have wonderful and miraculous effects; this effect is not limited to humanity only, the rats are eating the cheese and it has some peculiar effects on them. Possessing a malevolent intelligence and mutated into something strange, various Peculiar Rats have appeared. Their eccentric behavior has drawn the curious Ratcatcher into a bothersome, choice that too good to pass up? Scheduled to ship in February 2021.

PLA 18304 \$9.00

THE RATCATCHER: DICE TRAY

Roll your dice in style with this collapsible Ratcatcher themed Dice tray. Made from high quality Neoprene and featuring the artwork of Game Artist: Matthew Aslin this deluxe game asset is a must for your copy of *The Ratcatcher*. Scheduled to ship in February 2021.

PLA 18305 \$9.00



POKÉMON USA



POKÉMON TCG: SHINING FATES COLLECTION - PIKACHU V

It's easy to get excited about Pikachu V and this collection features *Pokémon TCG: Shining Fates* booster packs and two versions of Pikachu, the famous little Pokémon that always does its best! It's time to spin, charge, and electrify your collection with a super-powered Pikachu V.

PUI 29080869 PI



POKÉMON TCG: SHINING FATES MINI TIN (DISPLAY 10)

Includes 2 *Pokémon TCG: Shining Fates* booster packs, 1 metallic Pokémon coin, and a Pokémon art card showing the art from this Mini Tin, you can collect all 5! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 21080867 PI



POKÉMON TCG: SHINING FATES PREMIUM COLLECTION

Crobat VMAX or Dragapult VMAX swoops down from the sky with no warning to add a serious edge to your *Pokémon TCG* team as an etched foil card in its Shiny color variation! What's more, you'll find helpful allies, skilled Trainers, and other treasures in *Pokémon TCG: Shining Fates* booster packs. Embrace the speed and daring of these Shiny Pokémon VMAX, strike hard, and make your next Pokémon battle one for the ages!

PUI 29080871 PI

SPOTLIGHT ON



POKÉMON TCG: SHINING FATES ELITE TRAINER BOX

Shiny Pokémon are so extraordinary that they're almost never seen, and Trainers who catch them are considered quite lucky and yet they can be your's in the *Pokémon TCG: Shining Fates* expansion! More than 100 Shiny Pokémon appear on beautiful etched cards alongside more than 30 Pokémon V and Pokémon VMAX, including the spectacular Shiny Charizard in its Gigantamax form! Seize your destiny and expand your collection with the *Shining Fates* expansion!

PUI 29080817 PI

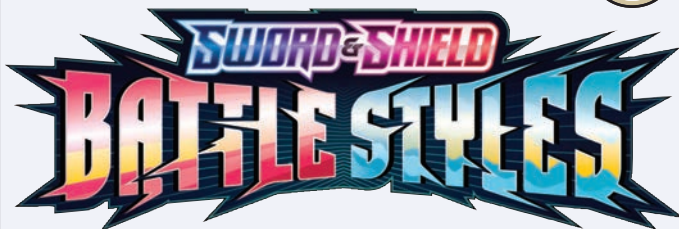


POKÉMON TCG: SHINING FATES TIN

The Shiny Vault is full of distinctively colored Pokémon, including three especially fine ones from the Galar region! Choose the fluffy power of Eldegoss V, the lightning strikes of Boltund V, or the watery missiles of Cramorant V in the *Pokémon Trading Card Game: Shining Fates Tin*. Each of these fantastic tins contains a super-powerful (and Shiny) Pokémon V, with the tricks, the looks, and the sheer bravado to take you to the top in your next Pokémon battle!

PUI 21080950 PI

SPOTLIGHT ON



BOOSTER DISPLAY (36)

Be a titan full of power, or strike with impossible speed it all depends on your martial mastery! Channel the power of Pokémon V like Mimikyu V, Tyranitar V, Empoleon V, and more. You'll also find a handful of impressive Pokémon VMAX, including Gigantamax Urshifu in both Single Strike and Rapid Strike styles! Unleash epic smashups with the Sword & Shield Battle Styles expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17680818.....PI

SLEEVED BOOSTER CASE (144)

Sleeved (for pegs) booster. Be a titan full of power, or strike with impossible speed it all depends on your martial mastery! Channel the power of Pokémon V like Mimikyu V, Tyranitar V, Empoleon V, and more. You'll also find a handful of impressive Pokémon VMAX, including Gigantamax Urshifu in both Single Strike and Rapid Strike styles! Unleash epic smashups with the Sword & Shield Battle Styles expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17680819.....PI

BUILD & BATTLE BOX (DISPLAY 10)

Includes a 23-card Evolution pack featuring key cards from current and prior sets including 1 of 4 alternate-art promo cards, 4 Pokémon TCG: Sword & Shield Battle Styles booster packs, and 1 deck-building tip sheet. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17680832.....PI

CHECKLANE BLISTER CARTON (16)

Blister card (for pegs) containing booster pack, promo card, and coin. Be a titan full of power, or strike with impossible speed it all depends on your martial mastery! Channel the power of Pokémon V like Mimikyu V, Tyranitar V, Empoleon V, and more. You'll also find a handful of impressive Pokémon VMAX, including Gigantamax Urshifu in both Single Strike and Rapid Strike styles! Unleash epic smashups with the Sword & Shield Battle Styles expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17680823.....PI

ELITE TRAINER BOX

Includes 8 Pokémon TCG: Sword & Shield Battle Styles booster packs, 65 card sleeves featuring Gigantamax Single Strike Urshifu or Gigantamax Rapid Strike Urshifu, 45 Pokémon TCG Energy cards, a players guide to the Sword & Shield Battle Styles expansion, a Pokémon TCG rulebook, a 6 damage-counter dice, 1 competition-legal coin-flip die, 2 acrylic condition markers, a collectors box to hold everything with 4 dividers to keep it organized, and a code card for the Pokémon Trading Card Game Online.

PUI 17680835.....PI

POKÉMON TCG: V BATTLE DECKS (VENUSAUR V AND BLASTOISE V) DISPLAY (8)

Powerful Pokémon V are ready to charge onto the battlefield in the new Pokémon TCG: V Battle Decks! Each 60-card deck is led by a valiant Pokémon V and includes everything you need to play right away. Let the battle begin! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 29081839.....PI



POKÉMON TCG: V BATTLE DECK - VENUSAUR V VS BLASTOISE V DOUBLE DECK BUNDLE

Get ready for a major Pokémon battle with a ready-to-play double deck bundle with extra Trainer cards! The Pokémon TCG: V Battle Deck Venusaur vs. Blastoise includes a deck for you and one for a friend, so you can face off. You can choose either Venusaur V or Blastoise V to lead your team in a heads-up battle against another Trainer. Then, switch up the decks and see what things look like from the other side can you win with both powerful Pokémon V?

PUI 29080841.....PI

PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in March 2021.



DESTROYERS SAVAGE SWARM STARTER SET (RESIN AND WHITE METAL)

PIP 51120.....PI



ELEMENTAL CHAMPIONS FIRE KAMI & AIR AVATAR UNIT (WHITE METAL)

PIP 51122.....PI



PROTECTOR'S ELEMENTAL CHAMPIONS STARTER SET (RESIN AND WHITE METAL)

PIP 51121.....PI



SAVAGE SWARM DIRE ANTS & SPY FLY UNIT (WHITE METAL)

PIP 51123.....PI

WARMACHINE

Scheduled to ship in March 2021.



RETRIBUTION OF SCYRAH HOUSE ELLOWYR WARDEN EXECUTIONER SOLO (WHITE METAL)

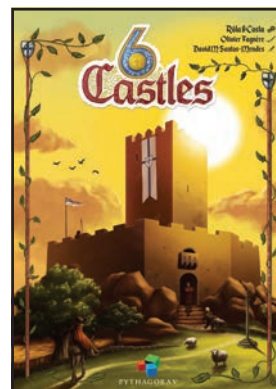
PIP 35095.....\$19.99



RETRIBUTION OF SCYRAH HOUSE ELLOWYR WARDENS UNIT (WHITE METAL)

PIP 35096.....\$49.99

PYTHAGORAS



6 CASTLES

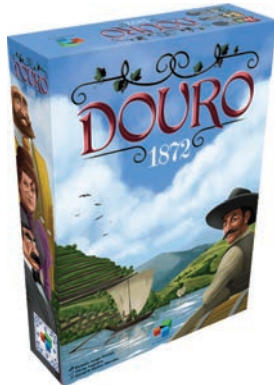
In the XII century, during the territory reconquest, small kingdoms are formed in the Iberian Peninsula, which will continue to fight among themselves in the following centuries. In the West, bordering the Atlantic Ocean, a new country is born - Portugal. Castles are built and land-use contracts are given to small villages that grow bigger and gain more importance in these parts of the country. In 6 Castles, 2 to 4 players are representatives of the king seeking to promote agriculture, free trade, religious faith and wealth for the nobles of the kingdom. Scheduled to ship in December 2020.

PYG 0009.....\$45.00



CAFE

From Brazil, the king ordered Sargent Melo Palheta to travel to the French Guyana to formally establish the Utrecht Treaty of 1713 and to secretly bring coffee seeds to Brazil. The Sargent was successful and by 1800 Brazil was already one of the largest and biggest coffee producers in the world. In the early XX century, coffee from Brazil is largely appreciated in Portugal and inspires the appearance of prestige coffee shops in emblematic locations that attract the elite. In *Cafe*, 1 to 4 players represent coffee companies, that from plantation, aging, roasting and distribution, try to create and control the best supply chain of coffee. Scheduled to ship in December 2020. PYG 0011 \$25.00



DOURO 1872

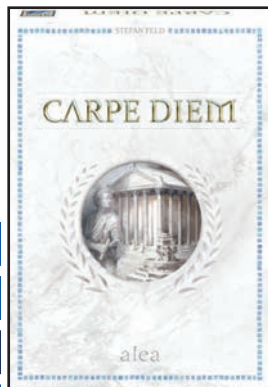
The chaos is installed at the mouth of the Douro, there is no space on the wharf to dock more ships. In these days, ships from around the world arrive at the Douro River to load the annual Porto wine orders. However, phylloxera decimated the vines, and this year's production is scarce. The Douro Valley is dressed in black and the big companies do not have enough production for such an order. Ships await loading for days and weeks. To save the year 1872, it will take the bravery and generosity of all who live on the edge of this beautiful treasure called the Douro! Scheduled to ship in December 2020. PYG 0008 \$25.00



FADO: DUELS AND IMPRPTUS

The Great Day of Fado is coming. There is no memory of such an event, thousands of tourists and fado lovers from all corners of the world are expected. Managers from all over the country are working on the organization of the event. From north to south of Portugal, one, two and even three shows are planned simultaneously. Failure is out of the question, and to organize the perfect show, it is necessary to choose the best artist, the right alignment, the perfect melody and the most appropriate of the scenarios. It is the ideal time for some managers, hitherto unknown, to show how much they are worth. Scheduled to ship in December 2020. PYG 0007 \$25.00

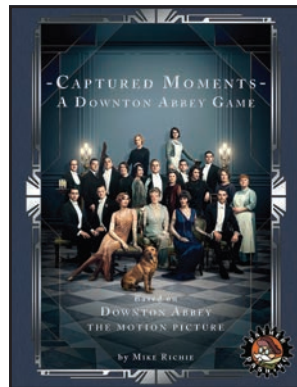
RAVENSBURGER



CARPE DIEM

Rome, 1 B.C. As influential patricians, you set out to improve your city districts. Profitable buildings and beautiful landscapes will make sure your part of the city will prosper. Seize the day by harvesting grapes and catching fish, then sell these wares on the market to make money. Build proper dwellings for your servants and they will be more diligent and more productive. And don't forget your own villa! It will gain you a lot of prestige. The player with the most victory points at the end of the game is the winner. RVN 26919 \$44.99

RATHER DASHING GAMES



CAPTURED MOMENTS - A DOWNTON ABBEY GAME

Downton Abbey is an easy-to-learn card game for ages 12 and up, and is based around competing to capture cards with key moments of resolution, revelation, and emotional closure. It interweaves all of the bustle of the upstairs family and the downstairs staff working to prepare Downton for the arrival King and Queen. Scheduled to ship in April 2021. RDG DACM \$29.99

REAPER MINIATURES

DARK HEAVEN: BONES CLASSIC

Scheduled to ship in February 2021.



APE LORD

RPR 77692 \$6.99



CAVE TROLL

RPR 77704 \$4.99

CHAOS WARRIOR

RPR 77658 \$3.49



DIRE CROCODILE

RPR 77670 \$3.99



ETTIN

RPR 77706 \$4.99



GRIFFON

RPR 77689 \$7.99



KILLER APES (2)

RPR 77690 \$5.99



PIG & CART

RPR 77657 \$4.99



SMALL WORLD MONIQUE

RPR 77716 \$2.99



WYVERN

RPR 77688 \$7.99

**DARK HEAVEN:
BONES CLASSIC**

Scheduled to ship in March 2021.

**BRAZIER PILLAR TOPS (10)**

RPR 77732\$2.99

**FEMALE MINOTAUR**

RPR 77752\$3.99

**GARGOYLE PILLAR TOPS (10)**

RPR 77731\$2.99

LOST SOULS (9)

RPR 777976\$12.99

**PROFANE ALTER AND BOOKS**

RPR 77721\$3.99

**SEALED SARCOPHAGUS**

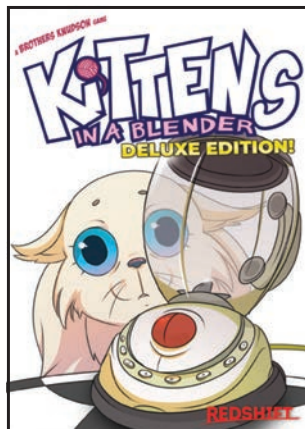
RPR 77722\$4.99

**SMALL WORLD GALLADON**

RPR 77718\$2.99

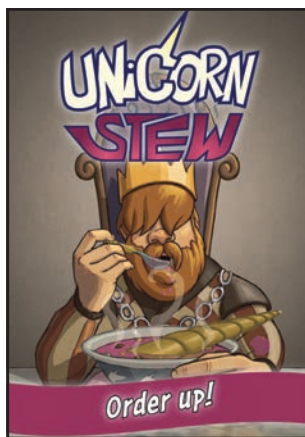
**SMALL WORLD LYSETTE**

RPR 77719\$2.99

REDSHIFT GAMES**KITTENS IN A BLENDER:
DELUXE EDITION**

Kittens in a Blender returns better than ever with even more unthinkable consequences. This *Deluxe Edition* packages the game in a swanky kitten resistant tin box and includes the 5-6 player expansion *More Kittens in a Blender* adding flavors, double kitten cards and some new suPURRpowers! (Sorry, couldn't resist.) Scheduled to ship in March 2021.

RDS 1003\$19.99

**UNICORN STEW**

The King Is Hungry! The problem is, he's not sure what he wants. In fact, he's never sure what he wants. The best he can ever do is let the local chefs know that today he's feeling kind of 'gourmet and Ogreish...' or 'something quick and Dragony' *Unicorn Stew* is a fast game of gastronomical creations. Match the King's fickle needs the best while sabotaging your opponents in this game of macabre menu trick taking! Scheduled to ship in April 2021.

RDS 1020\$11.99

**UPGRADE YOUR
GAME NIGHT****GET THEM NOW**



STRATEGY

POWER RANGERS DECK-BUILDING GAME

- Unite Angel Grove as Power Rangers, or conspire to dominate the city as Villains!
- Build your deck to unleash a powerful Megazord or Master attack!
- Play 1 vs 1 or as part of a team!

RGS02195.....\$45

13+

2-4

30-70

APRIL RELEASE



FAMILY

THE FOX IN THE FOREST DUET

- Win as a team by collecting gems along your path
- Play cards carefully to avoid getting lost in the forest
- Use abilities on the cards to help your teammate

RGS02048.....\$15

10+

2

30

AVAILABLE NOW



STRATEGY

**VAMPIRE: THE MASQUERADE
RIVALS EXPANDABLE CARD GAME**

- Set in San Francisco in the World of Darkness
- Recruit vampires to your coterie
- Advance your agenda or knock out your rival!

RGS02171.....\$45

14+

2-4

30-80

AVAILABLE NOW



STRATEGY

**VAMPIRE: THE MASQUERADE
BLOOD & ALCHEMY EXPANSION**

- Adds two new clans: Tremere & Thin-bloods.
- Play head-to-head or integrated with your Core Set.
- Includes a 30 card Crypt Pack to customize your decks!

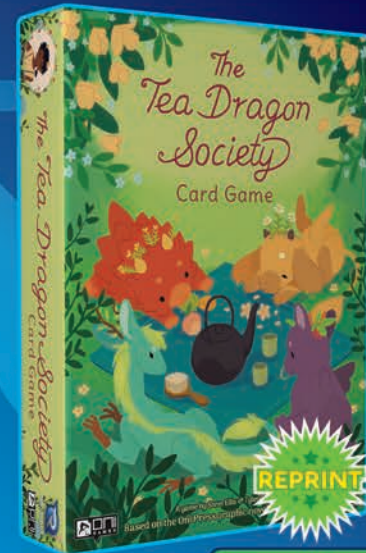
RGS02192.....\$30

14+

2-4

30-80

MARCH RELEASE



FAMILY

**THE TEA DRAGON SOCIETY
CARD GAME**

- Based on the graphic novel by Katie O'Neill.
- Beautifully illustrated with cute little dragons.
- Light card game with some deck building concepts.

RGS00811.....\$20

10+

2-4

30-60

AVAILABLE NOW

**RENEGADE
GAME STUDIOS**

WWW.RENEGADEGAMES.COM

NEW!
RELEASE

ENTHUSIAST

HADRIAN'S WALL

- Play as one of six Roman Generals constructing a wall.
- A deeply strategic flip n' write style game.
- Set in the North of Britannia in 122 A.D.

RGS02200.....\$55



MARCH RELEASE

NEW!
RELEASE

ENTHUSIAST

EMBARCADERO

- Stake your claim to derelict ships in the San Francisco bay!
- Build a business empire onto of these abandoned vessels!
- Earn points and gain influence as a savvy entrepreneur!

RGS02137.....\$60



APRIL RELEASE

NEW!
RELEASE

MINIATURES

POWER RANGERS HEROES OF THE GRID
SQUATT & BABOO CHARACTER PACK

- Introduce mayhem to your game with Squatt & Baboo!
- Both miniatures are large scale and detailed!
- Requires Power Rangers: Heroes of the Grid to play.

RGS02165.....\$20



APRIL RELEASE

NEW!
RELEASE

MINIATURES

POWER RANGERS HEROES OF THE GRID
LEGENDARY RANGERS FOREVER RANGERS

- Upgrade your Dinozords to Thunderzords!
- Includes all new combat decks and character sculpt!
- Requires Power Rangers: Heroes of the Grid to play.

RGS02166.....\$40



APRIL RELEASE

NEW!
RELEASE

MINIATURES

POWER RANGERS HEROES OF THE GRID
VILLAIN PACK #3 LEGACY OF EVIL

- Two new Bosses: Thrax and Divatox!
- Adds Pirantishead, Terror Toad, & King Sphinx!
- Requires Power Rangers: Heroes of the Grid to play.

RGS02167.....\$40



APRIL RELEASE





GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



JIGSAW PUZZLE

EC COMICS: WEIRD SCIENCE N°15 PUZZLE

- Unique and evocative art from artist, Wally Wood.
- Collect the whole EC Comics Puzzle series!
- 1000 pieces

RGS02220.....\$20

APRIL RELEASE



JIGSAW PUZZLE

EC COMICS: WEIRD SCIENCE N°16 PUZZLE

- Unique and evocative art from artist, Wally Wood.
- Collect the whole EC Comics Puzzle series!
- 1000 pieces

RGS02219.....\$20

APRIL RELEASE



JIGSAW PUZZLE

EC COMICS: WEIRD SCIENCE- FANTASY N°27 PUZZLE

- Unique and evocative art from artist, Wally Wood.
- Collect the whole EC Comics Puzzle series!
- 1000 pieces

RGS02221.....\$20

APRIL RELEASE



JIGSAW PUZZLE

EC COMICS: WEIRD SCIENCE- FANTASY N°29 PUZZLE

- Historic art from famed artist, Frank Frazetta.
- Collect the whole EC Comics Puzzle series!
- 1000 pieces

RGS02222.....\$20

APRIL RELEASE



JIGSAW PUZZLE

OVERLIGHT JIGSAW PUZZLE

- Colorful art *Overlight* artist, Kwanchai Moriya
- High quality materials & matte finish.
- 1000 pieces

RGS02150.....\$20

AVAILABLE NOW



JIGSAW PUZZLE

KIDS ON BIKES JIGSAW PUZZLE

- Textured & characterful art from Heather Vaughan.
- High quality materials & matte finish.
- 1000 pieces

RGS02153.....\$20

AVAILABLE NOW



**RENEGADE
GAME STUDIOS**

WWW.RENEGADEGAMES.COM

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50

RESONYM GAMES



AWKWARD MOMENT

Awkward Moment puts players in terrifically awkward social situations! Players gather a hand of reactions and together face embarrassing, hysterical, or stressful events. How awkward! Experimental studies performed by the Tiltfactor lab show that Awkward Moment inspires players to reject stereotypes.

RES AM01 \$22.95



BUFFALO - THE NAME DROPPING GAME

A card game of quick wits and zany combinations, *Buffalo - The Name Dropping Game* asks you to name-drop faster than your friends. Collect the most cards to win! How fast can you name a vain artist? How about a glasses-wearing heartthrob? Don't be surprised if you find yourself surrounded by curious players eager to name an annoying conqueror or a perky religious figure! Experimental studies at the Tiltfactor laboratory show that playing *Buffalo* reduces players' prejudices.

RES BUFF01 \$24.95

ROCK MANOR GAMES



MAXIMUM APOCALYPSE RPG

The Core Rulebook is the essential reference for every *Maximum Apocalypse* roleplayer. It contains rules for character creation, skills, exploration, scavenging, combat, crafting, equipment, vehicles and much more. Use this book to create survivors of the apocalypse based on their occupations before the world fell. *Maximum Apocalypse RPG* immerses you in a world suffering from multiple extinction level events. Explore the ravaged ruins of cities and wander the wasteland. Battle everything from invading aliens to roaming zombies to sentient machines while searching for food and components to keep you alive. Scheduled to ship in January 2021.

RMA 220 \$24.95



MAXIMUM APOCALYPSE RPG: GAMEMASTER GUIDE

Maximum Apocalypse RPG immerses you in a world suffering from multiple extinction level events. The *Gamemaster Guide* gives you the tools to craft your own apocalyptic adventures. This guide examines how to use the *Maximum Apocalypse RPG* rules to create environments and formulate your own scenarios. Several premade scenarios are provided in this guide as well so you can start enjoying the game immediately. It is the essential book for Game Masters and when combined with the *Monster Manual*, makes the perfect set of tools to run any apocalyptic adventure. Scheduled to ship in January 2021.

RMA 222 \$24.95



MAXIMUM APOCALYPSE RPG: MONSTER MANUAL

The *Monster Manual* contains seventy-two different monsters designed to be used with the *Maximum Apocalypse: The Roleplaying Game* rules. It contains brief introductions to these monsters, their motivations, and briefly, how to create them. Use this book to populate your *Maximum Apocalypse Wasteland* with enemies. *Maximum Apocalypse RPG* immerses you in a world suffering from multiple extinction level events. Each of the creatures enrich the story by creating different obstacles for players to experience and new dangers to avoid as they attempt to survive and complete session objectives. Killing these monsters is one way to gain experience and advance your character. Scheduled to ship in January 2021.

RMA 221 \$19.95

ROWAN, ROOK & DECKARD



HEART RPG:

BURNED AND BROKEN

This sourcebook for *Heart: the City Beneath* gives characters from the *Spire: The City Must Fall* RPG the opportunity to go mad and die in the nightmare realm below their city. Each character class from *Spire* is distilled down into an easy-to-use origin that reflects the challenges faced when fleeing to the Heart, and the player group will work together to get away from their shadowy previous employers and the security forces of *Spire* by playing through their Fall. Scheduled to ship in February 2021.

RRD BURNEDSB \$12.00



HEART RPG:

DOORS TO ELSEWHERE

As dozens of doors to a strange land between dimensions begin to open throughout the Heart, the delvers step through to find the city of Elsewhere in turmoil. The lights which keep them safe are going out one by one. An ocean of vicious darkness roils at the edge of Elsewhere and seeps through to the City Beneath. This scenario sourcebook for *Heart: The City Beneath* offers full details on the city of Elsewhere - the people who live there, places to visit and/or get mugged in, the tensions blossoming as the lights go out, and plenty of options as to whos behind the theft of the power crystals that keep the city alive at night. Scheduled to ship in February 2021.

RRD DOORSSB \$12.00



HEART RPG:

VERMISSIAN BLACK OPS

The Ministry of Our Hidden Mistress leads a revolution against the cruel aelfir rulers of *Spire* - and to get their really dirty work done, they recruit dangerous people who made their name on the frontier between reality and unreality in the Heart. *Vermissian Black Ops* is a sourcebook for *Heart: the City Beneath* that gives additional rules and guidance on using the corebook to tell stories of blacktop actions against high value targets in the City Above. The sourcebook also breaks down the infamous Vermissian Network - a cursed mass transit system - line by line, detailing the factions that have made it their home, the natural and unnatural threats that await explorers, and plenty of plot hooks to spice up your games. Scheduled to ship in February 2021.

RRD VBLOPSSB \$12.00

R & R GAMES



PASS THE POT

Roll it. Get as high as you can. Pass it. Scheduled to ship in December 2020.

RRG 440 \$15.99



RAJAS OF THE GANGES: GOODIE BOX 2

You will find diverse mini-expansions that you can use to enrich the basic *Rajas of the Ganges* game. These include; the revised *Blessings of Kedarnath* (previously published as a postcard), the *Cattle Expansion*, *Roads of the Mogul Empire*, and the *Ganga module 3* with new tiles and new rules for the river. Additionally there are further modules than can be used to vary the basic game. Scheduled to ship in December 2020.

RRG 444 \$19.99



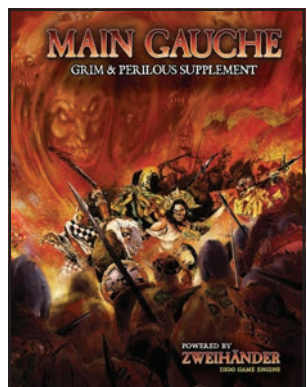
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RAJAS OF THE GANGES: THE DICE CHANGERS - ROLL & WRITE

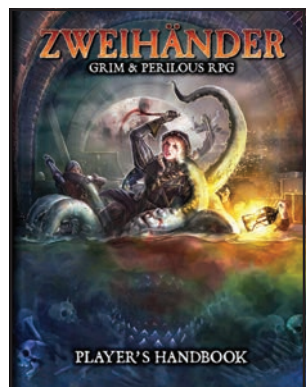
In this Roll & Write version of *Rajas of the Ganges*, players use 8 custom symbol dice to develop their province. Gather goods and sell them at the market, win over influential personalities in the palace, and sail along the Ganges River. As in the original game, this is a race for wealth and fame. Whoever amasses the most by the time their fame and money markers intersect wins the game! Scheduled to ship in December 2020.
RRG 447\$21.99

SIMON & SCHUSTER



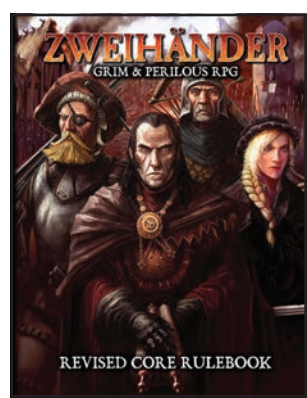
ZWEIHANDER GRIM & PERILOUS RPG: MAIN GAUCHE SUPPLEMENT

Main Gauche is a supplement for the ENnie award-winning Best Game & Product of the Year *Zweihander Grim & Perilous* RPG - a gritty, dark fantasy tabletop role-playing game. Using this book, you will be able to: Add 68 all-new Professions to your grim & perilous game - Build fantastic machines, like the Arkwright Cauldron & Rumblebutler - Easily integrate cinematic, vehicle-based combat into encounters - Use alchemy & Wytch-science to gain deadly abilities - Devote yourself as an occultist to elder Daemons - Learn damning Covenant Magick & wield their horrific manifestations - Make soul-altering pacts for Daemonic Gifts of unfettered power Build your own unique creatures & NPCs on the fly. Scheduled to ship in January 2021.
SNS 1675\$55.00



ZWEIHANDER GRIM & PERILOUS RPG: PLAYER'S HANDBOOK

Abridged from the first ten chapters of *Zweihander Revised Core Rulebook*, this book contains everything you need to create a character: from professions & advancement, to backgrounds & skills, for intrigue & combat, to exploration & trappings, and magick spells & rituals. Using this book, you will embroil your character in low fantasy & dark fantasy adventures, inspired by the worlds of *Game of Thrones*, *The Witcher*, *Solomon Kane*, *Black Company*, *The Sacred Throne*, *Gentlemen Bastards* and other Renaissance-styled, grimdark inspired works. Scheduled to ship in January 2021.
SNS 5444\$49.99



ZWEIHANDER GRIM & PERILOUS RPG: REVISED CORE RULEBOOK

Zweihander Grim & Perilous RPG is a game where your characters will live in a gritty, 'realistic' fantasy world. Make morally grey decisions & enact vicious reprisals. Uncover insidious plots & political intrigue. Take part in heart-pumping chase scenes. Venture into the wilderness & survive its perils. Desperately fight in clandestine & open field combat. Defend themselves from injuries, madness, & mutations. Encounter sanity-blasting creatures & their minions. Using the Powered By *Zweihander* d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. Scheduled to ship in January 2021.
SNS 1668\$65.00

SMIRK AND DAGGER

SPOTLIGHT ON



THE NIGHT CAGE

The Night Cage is a cooperative, horror-themed tile placement game that traps 1-5 lost souls within another wordly labyrinth of eternal darkness. Equipped with nothing but dim candles, you must work together to explore the maze and escape. To win, players must each collect a Key, find a Gate, and escape as a group. But escape won't be easy. The weak glow of your candle sheds light on only a small area of the maze at a time. As players move, new pathways are revealed while old ones disappear forever into the darkness, creating an ever-changing play space that requires teamwork and collective strategy to navigate. Scheduled to ship in April 2021.
SND 1007\$39.99

STEAMFORGED GAMES

ANIMAL ADVENTURES: SECRETS OF GULLET COVE

Scheduled to ship in March 2021.



CATS OF GULLET COVE

SFL AAGC-003 PI



ENEMIES OF GULLET COVE

SFL AAGC-005 PI



DOGS OF GULLET COVE

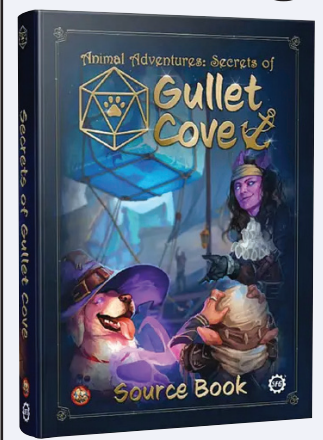
SFL AAGC-002 PI



RAT KING OF GULLET COVE

SFL AAGC-004 PI

SPOTLIGHT ON



SOURCE BOOK

SFL AAGC-001 PI



GODTEAR: HELENA, INSPIRATION OF HOPE

SFL GT-24 PI



GODTEAR: MAXEN, THE ARTIFICER

Possessed of a brilliant mind, Maxen easily grasps concepts beyond mortal understanding. Proof can be seen in his flock of mechanical Gearhawks. These helpful clockwork creatures perform tasks and may even be used as ammunition in a pinch.

SFL GT-25..... PI



PEAKY BLINDERS: FASTER THAN TRUTH

In *Peaky Blinders: Faster Than Truth*, players can take walk on the lawless streets of 1920s Birmingham as they try to garner resources to beat their rivals. Players use cards to gain resources and money as well as hinder their opponents. The game features bluffing mechanics which makes intelligence valuable as players make and break alliances in an attempt to come out on top.

SFL PB-CG..... PI

STEVE JACKSON GAMES



DICE BAG: MUNCHKIN KITTENS

Katie Cook's *Munchkin Kittens* make a special curtain call for this very munchkin-y dice bag! This fancy satin-lined *Dice Bag: Munchkin Kittens* will hold all the dice you need to carry right meow! Scheduled to ship in April 2021.

SJG 5217..... \$11.95

SURFIN MEEPLE



ANGER PARK

Take on the roles of dubious investors as you run a scam theme park, complete with mechanical failure, ill patrons, and a parade of questionable design choices. Compete to make the most cash as you each introduce new rides and improvements to the failing park, conning patrons of their money when they enjoy themselves, and taking out insurance policies when things go wrong. *Danger Park* comes with 35 unique rides, custom storage trays, and stylishly worrisome art by Moy Shin Hung. Designed and created for fans of rollercoaster simulation games and dangerous theme parks everywhere. Take the biggest risk and snatch the biggest

reward in your very own *Danger Park*. Scheduled to ship in January 2021.

SYM 030..... \$50.00

Skull d6 Dice Set



DELUXE DICE BAG



CYBER SKULL

SOMETHING FOR EVERYONE!

Kitten d6 Dice Set



MUNCHKIN DICE BAG



KITTENS



#playsjgames

STEVE JACKSON GAMES



dice.sjgames.com

GAMES

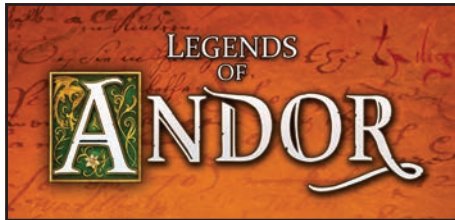
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GM

FEB 2021

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THAMES AND KOSMOS



ANDOR: THE FAMILY FANTASY GAME

Venture into a land of fantasy and legend! In this cooperative family role-playing game, each player chooses one of four powerful heroes: the magician, the warrior, the archer, or the dwarf. Your heroic journey begins with a mission to rescue some wolf cubs that are lost in a dangerous mine. But, before embarking on your search, your party must get past Mart, the bridge guard, by completing all of his tasks. Only then will he let your party cross his bridge and enter the mine. However, danger still lurks on the horizon, as a dragon encroaches on the castle Rietburg just as you approach the mine. Should he arrive at the castle before your heroes rescue the wolf cubs, your party will lose the mission — and the game. If your party rescues the cubs first, you win! Scheduled to ship in April 2021.

TAK 691747 \$34.95



EXIT: THE SACRED TEMPLE (WITH PUZZLE)

Can you complete the jigsaw puzzles, solve the riddles, and stop the theft of the precious cultural artifacts from the temple? Crooked treasure hunters have broken into the office of your university's archaeology department! Your professor has disappeared without a trace — and so has a book with old records about a hidden temple. You must act quickly and chase down the criminals. Your pursuit will take you deep into a mysterious jungle on a small island. You must find the professor in time and save the revered treasures of the temple before they fall into the hands of the devious robbers! In this EXIT game, there are riddles within riddles, hidden within four jigsaw puzzles. Scheduled to ship in April 2021.

TAK 692877 \$24.95



EXIT: THE DESERTED LIGHTHOUSE (WITH PUZZLE)

Can you complete the jigsaw puzzles, solve the riddles, and light the beacon before the ship crashes on the rocks? You trudge along the dark, rocky coast seeking shelter from the raging storm. Drenched to the bone, you look up to see a brilliant beam of light pierce the curtains of rain. A lighthouse! But suddenly and inexplicably, the light goes out. You glance out into the water and spot a ship. It is heading straight for the cliffs! You realize that it is up to you to race to the top of the lighthouse and turn it on again before the ship crashes on the cliffs! But many puzzling obstacles stand in your way. In this EXIT game, there are riddles within riddles, hidden within four jigsaw puzzles. Scheduled to ship in April 2021.

TAK 692878 \$24.95

TEETURTLE

SPOTLIGHT ON

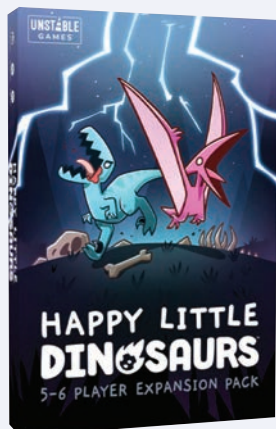


HAPPY LITTLE DINOSAURS

Lately, it feels like we're all just dinosaurs trying to avoid the falling meteors. In this 2-4 player game, you'll try to dodge all of life's little disasters. You might fall into a pit of hot lava or get ghosted by your dino date, but the dino who survives it all wins the game! Scheduled to ship in April 2021.

TET 5363-UU-BSG1 PI

SPOTLIGHT ON



HAPPY LITTLE DINOSAURS: 5-6 PLAYER EXPANSION

Designed to be added to the Happy Little Dinosaurs base game to expand the game to 2-6 players. Includes 50 cards, 2 Dinosaur player boards, 2 Dinosaur meeples, and a rule book. Scheduled to ship in April 2021.

TET 5565-UU-EXP1 PI



HAPPY LITTLE DINOSAURS: PERILS OF PUBERTY EXPANSION

Designed to be added to the Happy Little Dinosaurs base game. Scheduled to ship in April 2021.

TET 5637-UU-EXP1 PI



REVERSIBLE OCTOPUS PLUSHIE: HEART/BROKEN HEART

Show your mood without saying a word with a reversible plushie! Squish often, cuddle daily!

TET 2485-TY-PLU1 PI



LLAMAS UNLEASHED: FARMED AND DANGEROUS EXPANSION

Llamas Unleashed: Farmed and Dangerous is designed to be added to your Llamas Unleashed Based Game. This 54-card expansion pack adds in all new barnyard punny humor that is sure to cause a stamped! Scheduled to ship in March 2021.

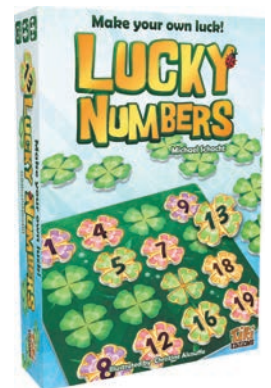
TET 5623-LU-EXP1 PI

TIKI EDITIONS

LUCKY NUMBERS

At the crossroads of Sudoku and lotto, Lucky Numbers is a game where you can make your own luck! Each player tries to be the first to completely fill their garden with clovers. But they must check that, at any time, the numbers are arranged in ascending order in every row and column from left to right and from top to bottom. Scheduled to ship in February 2021.

LUM TIKILNEN1 \$19.99



ULTRA PRO INTERNATIONAL

MAGIC THE GATHERING CCG: DELUXE 22MM LOYALTY DICE SETS

Scheduled to ship in May 2021.



FOREST

UPI 18608 PI



PLAINS

UPI 18604 PI



GAMES

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GTM

FEB 2021

55

POKÉMON TCG: SWORD AND SHIELD 5
Scheduled to ship in March 2021.



ISLAND
UPI 18605..... PI

SWAMP
UPI 18606..... PI

4-POCKET PORTFOLIO
UPI 15648..... PI

9-POCKET PORTFOLIO
UPI 15649..... PI

UPPER DECK ENTERTAINMENT

SPOTLIGHT ON



**LEGENDARY DBG:
MARVEL - ANNIHILATION
EXPANSION**

A dark new threat has arrived with this *Legendary* expansion. Annihilus, Lord of the Negative Zone has declared war on anyone who crosses his path, causing heroes and villains to band together against this total annihilation. In defense of the universe, you might see former foes such as Fantastic Four team up with Galactus and his Heralds! Its time for all to stand side by side

against the incoming wave of destruction -stand together, or fall apart. Scheduled to ship in February 2021.

UDC 95078..... PI

USAOPOLY/THE OP

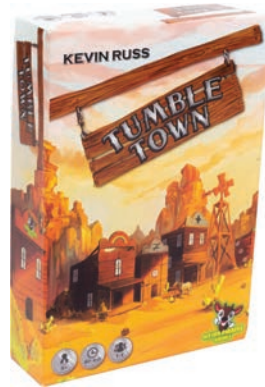
**GARBAGE PAIL KIDS PUZZLE
PALOOZA 1000PCS PUZZLE**

Adam Bomb is ready to detonate from the middle of this mind-blowing 1,000-piece festival of iconic *Garbage Pail Kids* characters such as Messy Tessie, Oliver Twisted, Kit Zit, and other grotesque favorites from the 80s. Piece together the finished 1927 jigsaw puzzle with illustrations by GPK artist Joe Simko and pay homage to the bizarre trading cards that have been making us giggle for the last 35 years. Scheduled to ship in January 2021.

USO PZ137737..... PI



WEIRD GIRAFFE GAMES



TUMBLE TOWN

Tumble Town is a town and engine building spatial puzzle game for 1-4 players in 45 minutes where each building you construct grants you either a dice manipulation power, engine building skill, one time use ability, or additional scoring conditions. Stack dice to create your town and become the best in the West! Scheduled to ship in January 2021.

GIR 7000 \$39.99

MAGIC THE GATHERING CCG: STRIXHAVEN
Scheduled to ship in April 2021.



MAGIC
THE GATHERING

100+ DECK BOX

V1
UPI 18627..... PI
V2
UPI 18628..... PI
V3
UPI 18629..... PI
V4
UPI 18630..... PI
V5
UPI 18631..... PI

PLAYMATS

6' TABLE
UPI 18619..... PI
8' TABLE
UPI 18620..... PI
V1
UPI 18621..... PI
V2
UPI 18622..... PI
V3
UPI 18623..... PI
V4
UPI 18624..... PI
V5
UPI 18625..... PI
V6
UPI 18626..... PI

LIFE PAD

UPI 18641..... PI

PRO-BINDERS

9-POCKET
UPI 18638..... PI
12-POCKET
UPI 18639..... PI

SLEEVES (100)

V1
UPI 18632..... PI
V2
UPI 18633..... PI
V3
UPI 18634..... PI
V4
UPI 18635..... PI
V5
UPI 18636..... PI
V6
UPI 18637..... PI

WALL SCROLL

UPI 18640..... PI

POKÉMON TCG: SWORD AND SHIELD 4.5
Scheduled to ship in February 2021.



4-POCKET PORTFOLIO
UPI 15704..... PI



9-POCKET PORTFOLIO
UPI 15705..... PI



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WIZKIDS/NECA

SPOTLIGHT ON



MARVEL DICE MASTERS: FANTASTIC FOUR VS GALACTUS

For the first time ever, experience solo play in Dice Masters with this incredible Dice Masters adventure in a box! Get started with the Fantastic Four and see if you're able to defeat Galactus! Ramp up the difficulty and see if you can beat him at full strength! Featuring Mr. Fantastic, Human Torch, The Thing, Invisible Woman, Doctor Doom, and more of the favorites from the World's Greatest Comic Magazine! Scheduled to ship in June 2021.

WZK 78408\$29.99

SPOTLIGHT ON

MARVEL DICE MASTERS: HOUSE OF X DRAFT PACK COUNTERTOP DISPLAY (8)

Each Countertop Display Contains 8 Draft Packs. Draft Packs contain cards and dice that can be added to your collection as normal but are also optimized for draft! Whether you're drafting a team of heroes that normally appear together in comics, or you're focusing on your favorite type of energy, there will be tons of ways to draft this set! With more than 35 heroes and villains, this set is perfect for veteran players or beginners! Players will get to collect the Quiet Council, mutant enemies, and Krakoaans in all new ways! Even if they're already in your Dice Masters collection - these heroes will play like you've never seen them before! Scheduled to ship in September 2021. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.



WZK 78404\$79.92

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS DEMON LORD - ORCUS, DEMON LORD OF UNDEATH PREMIUM FIGURE

Orcus is the Demon Prince of Undeath, known as the Blood Lord. He takes some pleasure in the sufferings of the living, but far prefers the company and service of the undead. His desire is to see all life quenched and the multiverse transformed into a vast necropolis populated solely by undead creatures under his command. Orcus rewards those who spread death in his name by granting them a small portion of his power. Orcus is the first figure in WizKids D&D Icons of the Realms: Demon Lords line of super premium figures! Orcus is a huge figure standing on an impressive 100mm base.



WZK 96034\$79.99

WORD FORGE GAMES



D-DAY DICE: LEGENDS EXPANSION

10 Legendary Units (and their special equipment) that you can play in place of the Nations included in D-Day Dice. This expansion consists of 70 Cards (10 Poker and 60 Small) includes 10 Legendary Units (and their unique items and specialists). Scheduled to ship in January 2021.

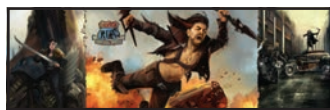
WFG DDD004\$16.00



D-DAY DICE: SPOILS OF WAR EXPANSION

An expansion including 10 Special Missions, 3 War Stories and 46 Servicemen, as well as 2 Awards, 4 Vehicles and 10 War Heroes and a Legendary Unit which includes 2 Legendary Specialists, 3 Legendary Items, and the Legendary RWB Table for the unit. Scheduled to ship in January 2021.

WFG DDD006\$16.00



DEVIL'S RUN RPG: GM TOOLKIT

The Games Masters toolkit consists of a GM Screen, on one side of which features all new Devil's Run art from the roleplaying game. On the inside is each and every table a GM will need to run the game. Additionally, there is a 32-page booklet that includes a number of tools, tables and lists that will provide inspiration and suggestions for running an even better game of Devil's Run. Scheduled to ship in January 2021.

WFG RSP000103\$25.00

WYRD MINIATURES

MALIFAUX



EXPLORERS SOCIETY DARK REFLECTIONS

WYR 23811\$50.00



EXPLORERS SOCIETY FOOLS GOLD

WYR 23812\$55.00



EXPLORERS SOCIETY INTREPID FATE

WYR 23810\$40.00



EXPLORERS SOCIETY JEDZA CORE BOX

WYR 23813\$60.00



TEN THUNDERS SILENT STRIKE

WYR 23727\$30.00

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BATTLETECH: CLAN INVASION

CAT 35030..... \$49.99

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FEDERATED COMMONWEALTH
MARCH 3050

Bitter froze as the audible alert flashed on her screen; the armor automatically recorded all its inputs into the ROM. She blinked the recording up and played back the prior few seconds. It sounded like a train crashing. Bitter grinned wolfishly as she blinked the audio closed and triggered her armor's integral jump jets. That sound was a BattleMech falling. Nothing else quite sounded like it.

Acceleration pushed her down as jets in her back and calves launched her off the ground and flung her 90 meters forward. She bent in flight, shoulder down, as her armor smashed through branches and leaves. She banged off one too large to break, but her armor's gyro corrected before she landed in a shuffling fall that she immediately rolled up from, flamer leveled.

The tracks here were fresher. There was a scar high up on a thick tree. The bark was sloughing down where its integrity had been broken. She'd already noticed the trees were oddly matrixed; rigid but fragile. Like Keefer.

"I am closing," she sent the rest of the Point. The team comms system would have told them of her leap.

A thumping, clashing clatter announced Mijj landing nearby. Like Bitter, he tangled with the trees and landed rolling, but came up ready to fight. "Which way?" he demanded.

Bitter laughed. "Follow me, hatchling."

Eying the tracks, Bitter leaned left and jumped again as soon as the jets were recharged. This time she led with her flamer out. The 'Mech was close.

A red icon burned to life on her HUD.

Very close.

Pablo Benito wanted to spit the blood out of his mouth, but he couldn't. The faceplate of his neurohelmet wouldn't open. He made a face, braced himself, and swallowed it. The water from the drink nipple was tepid as always, with a dusty aftertaste from too long in the too-old tank, but it helped him get the mouthful of blood and spit down.

The *Stinger* lay sprawled on the forest floor. Pablo dangled from his five-point harness. He switched the 'Mech's controls to dextrous and brought its hands under it to push itself back into a crouch. The 20-ton 'Mech's legs automatically gathered beneath as it as the gyro sought balance. He felt myomer muscles strain to lift it back to its feet.

He felt okay.

Right up until the first SRM impacted against the *Stinger's* back.

Bitter screamed in ecstasy as the missile exhaust washed across her armor's faceplate. Only one of the blind-fired missiles struck, but it

was enough. First blood in this hunt belonged to her! No matter what else happened in this fight, her ROM and Mijj's ROM would prove it was she, not Keefer, who had brought the *Stinger* to battle.

Mijj landed a few meters away and triggered his own SRMs, but both flew wide, exploding in the forest behind the spinning 'Mech. It had just recovered from falling down, with bright orange dirt smeared across its front torso.

Bitter dodged left, trying to get a tree between her and the 'Mech while her missiles cycled. A few good hits would be all it took to breach the *Stinger's* armor, and then she could get in close, put her flamer's nozzle into the breaches, and burn the barbarian MechWarrior's machine out from under him.

"Wait for the rest of the Point!" Keefer roared. His armor was not yet in sight.

"Glory waits for no one!" Mijj replied.

Bitter just grinned.

The *Stinger* hit Mijj with one of its medium lasers. He screamed.

Pablo had toggled the controls back to combat at some point. He didn't remember doing it, but long hours of practice and simulation paid off. He tagged one of the toad-like Jade Falcon powered suits with his left-arm laser before he even had the 'Mech fully turned.

"That's right!" he yelled. He tried to get the right-arm laser around, but the damned armored infantryman got up and ducked behind a tree before he could get it in line. The other one was already hidden. He reversed the *Stinger's* throttle, backing away, trying to keep the range open as his laser cycled.

Only two. Two infantrymen. The day a MechWarrior couldn't take two infantrymen, no matter how well armored, was the day Pablo Benito quit being a MechWarrior.

Three more red icons appeared out of the trees, as if the ugly leaves had laid hellspawn eggs. Pablo bent the crosshairs toward them.

The instant his lasers swung out of line the first two reappeared, stepping around their trees and leaping toward him on jump packs. He struggled to get the lasers back in line.

Behind the first two, the new trio bounded forward also.

Pablo's crosshairs trembled again.

[END PART FOUR]

Jason Schmetzer is an award-winning author and editor who has written more than 50 short stories and novellas. His work has appeared in more than 25 products across many properties, both online and offline. Recent works include the BattleTech novel *Redemption Rift* and the novella *Shell Games*. When not writing in other peoples' worlds, he is one of the founders of the publisher Warning Label LLC, and works in independent publishing as an online marketing professional.

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PTOLUS



MAKING 672 PAGES A BREEZE TO USE

PTOLUS: MONTE COOK'S CITY BY THE SPIRE (CYPHER SYSTEM COMPATIBLE)

MKG 264 \$149.99 | Available April 2021!

PTOLUS: MONTE COOK'S CITY BY THE SPIRE (5E COMPATIBLE)

MKG 265 \$149.99 | Available April 2021!

When I set out to make the original version of *Ptolus*, I knew the book was going to be big, and that gave rise to some serious challenges. See, usability is one of my major concerns with anything I work on, because I want to know that people out there are really using the book in their games. Seeing my work on a game shelf doesn't do anything for me, but seeing one of my books open on a game table makes me really happy. I knew that once a book crammed with information like this one gets past a few hundred pages, just a table of contents and (maybe) an index wouldn't be enough to make it truly usable.

I looked at various game books, but didn't find any good solutions — or really anything at all on the scale of *Ptolus*. Turning away from books in our industry, the solution became obvious: travel guidebooks. The people putting together wonderful series like *Lonely Planet*, *Rough Guide*, *DK Eyewitness Travel*, and so forth were doing the kind of books I wanted *Ptolus* to be. It was just a matter of doing it for a fictional place (and adding in game info).



A lot of lessons came out of travel guides. Every double-page spread in *Ptolus* that describes a location (either in the city, within a building, or in the dungeons) includes the page number where a reader can find the map for the location. Every part of the book and every chapter within that part is color-coded to make it easy to flip through and find the right section. Small pieces of art are used as mnemonic devices to remind the reader of important characters. Symbols relating to each district, each type of location, and even the danger level of that location are used throughout.

Every important person, place, group, and item in *Ptolus* is cross-referenced. The term in the body text appears in a second color, alerting readers to look to the outer edge of the page where they can find a page reference for that term's full description. Like a travel guidebook, this isn't a book you have to start reading at the beginning if you don't want to.

Lastly, although it's not really a layout issue, I'd like to point out that the book has multiple indexes, subdivided into parts, including some





that are annotated, making them more like complete glossaries of important characters and places. Plus, there's an even larger, more comprehensive, searchable electronic index among the hundreds of pages of digital extras that go with the book. And there are four cloth ribbon bookmarks, and several cardstock bookmarks, and other aspects of the physical production that also help the GM make the most of the book.



All of that innovation and work (and it's a *lot* of work to thoroughly organize almost 700 pages in this manner) paid off! *Ptolus* anticipates what a GM is going to need and provides it. It doesn't just provide locations, NPCs, and scenarios, it also explains how the GM can make such things on his own, appropriate to the setting. From years of running an urban campaign, I know, for example, that the GM doesn't just need pre-made locations, they need the ability to make up a new location on the spot — and fast. *Ptolus* helps with that. It provides encounters (either keyed to specific locations or to specific districts) that don't just provide challenges, but convey flavor, verisimilitude, and the

idea that it is a living, vibrant city full of people. In every way I could, I tried to make *Ptolus* not just a book, but a GM's assistant.

I wasn't just thinking about the GM, though. I also had the player in mind. And here's the thing: It's pretty unreasonable to expect every player at the table to purchase a \$150 book — particularly when a lot of that book is "off limits" to everyone but the GM. So we also launched *Ptolus* with an inexpensive player's guide. That lets everyone at the table immerse themselves in the world, have access to key *Ptolus* information, and create character concepts live and breath in the setting, all at a pretty modest cost. And we're doing this — in fact, all of the things I've just talked about — with the new versions of *Ptolus* that come out this spring.

A lot of this won't be news to modern gamers. We've used callouts in the sidebar, heavy cross-referencing, thoughtful page design and similar navigation aids in every *Numenera* and *Cypher System* book we've published at Monte Cook Games. (And we do player's guides for our key brands, too.) That's all a legacy of *Ptolus* — we invented that method then, and it worked so well I've continued to use it since. There's no place, though, where it's worked as wonderfully, and been so particularly useful to the GM, as in *Ptolus*.

...

With over 30 years at it, Monte Cook has the longest continuous game design career in RPGs. He's worked on hundreds of products, including as a codesigner of *D&D* 3rd Edition, and designer of *Heroclix*, *Return to the Temple of Elemental Evil*, *Ptolus*, *Arcana Evolved*, *Numenera*, the *Cypher System*, and so much more, including a number of *Planescape* products, *Call of Cthulhu* d20, Monte Cook's *World of Darkness*, a whole bunch of d20 stuff, and—going way back—products for *Rolemaster* and *Champions*. He's also an accomplished fiction and nonfiction author. He's a founder, and the Creative Director, at Monte Cook Games.



JINJA

WIZKIDS

JINJA

WZK 87536 \$49.99 | Available April 2021!

In *Jinja*, the new worker placement game from WizKids and designers Kevin Crosby and Cory Goff, with art from Lamaro Smith, players compete to earn the most Honor, through building Shinto shrines, completing Omikuji cards, and taking certain actions. You will need thoughtful planning, careful timing, and a little bit of luck to come out ahead. Offering difficult choices, intricate ways to build and score bonuses, and various ways to mitigate your luck, *Jinja* provides a challenging yet accessible thematic and strategic experience that will keep players coming back to pursue different paths to victory. It features evocative illustrations and high-quality components, with custom plastic miniatures representing the shrines, painted meeples to represent the workers, screenprinted honor trackers, and a custom, multi-color Mask die.

The game board has an illustrated map of Japan, with a limited number of building sites throughout seven different territories, as well as thirteen different actions to choose from. Over five seasons, players take turns placing workers on actions or territories as they work towards their different goals.



Most significantly, players will be trying to build Shrines, earning them points and special abilities, while also claiming territory. The Shrines are worth points on their own, but based on where you place them, you will also score points for Omikuji cards. These are secret goals that you can collect using its action, and give you bonus points for having shrines in certain territories, or in certain combinations. As some territories have as few as two spaces, be careful not to get locked out of the spaces you need! At the end of the game, players also get bonuses for having the most shrines in each region.

In order to build a Shrine, you will place a worker in a territory space, and play a Deed card matching that territory. Deed cards represent small, medium, or large shrines, each of which with a different point value, and a different end of season bonus. The bigger the shrine, the more powerful the bonus. For example, where a small shrine may let you spend one gold to get a random resource, a medium shrine might let you spend that same one gold to get a resource of your choice.



The thirteen actions offer a huge variety of options for different playstyles. You can let luck and the Mask die choose your destiny. The six-sided die gives you even odds for rolling a blue mask or a red mask, gaining a certain bonus for each. For example, you can take the safe route, and exchange four gold for six honor, or you can roll the Mask die, and exchange two gold for either three honor with a blue mask bonus, or a much more cost-effective five honor with a red mask bonus. Another action lets the die decide between granting you two random resources, or one of your choice. The die also offers a 1/3 chance of flipping a lantern in addition to the standard bonus, which can grant you honor and gold at the end of the season.

If you'd rather take fate into your own hands, you can buy specific resources for gold, or visit territories to gain resources located there. You can also buy back the deeds discarded by players who spend them for a random collection of resource tokens. Be careful buying deeds though, as other players can use that information against you!

The game also has a set of thirteen Kitsune cards, which ensure no two games are alike. Each game you will select five at random, one of which becomes active each season. These provide discounts or bonus honor for building shrines, free actions, or even the ability to swap deed cards with the discard pile.

At the end of the game, you'll take your position on the honor tracker, and earn additional honor from multiple sources, such as your resources, your shrines, your Omikuji cards, and for having the most shrines in a region, with ties going to the player who built the most shrines.

With its breathtaking art, stunning table presence, and complex yet accessible thematic gameplay, *Jinja* is sure to be a game night hit. The game's compelling decisions and sophisticated mechanics make the experience at once both deeply strategic and strikingly magnetic — drawing players back to the table again and again as they seek out everything *Jinja* has to offer.

...

INKLING



INKLING

OSP 846143 \$24.00 | Available February 2021!

I hope you enjoy this peek behind the scenes about the development of *Inkling*, a word card game releasing soon from Osprey Games in February 2021.

To help make sense of a game you are unlikely to have played here is a brief overview of the final game: *Inkling* is a game about using letter cards — in any way you can — to help the other players guess words on a secret clue card. Longer words are worth more points and you are playing in two teams at once, one with each neighbor.

CONCEPT AND PROTOTYPE

I've always been bad at word games: correct spelling does not come naturally and anagrams remain completely opaque.

But in March 2019 I was listening to the latest Ludology podcast — all about word games — and I thought rather than starting with the letters and making words you could start with the words and make letters, that way you can play with words even if it's not normally your thing.

The prototype came together very quickly and the core of the game has remained the same: using letters to spell words on your card for people to guess.

The components were the letter cards from *Lexicon* and the word cards from *Concept*. Both were ill-suited to the task, but making up words proved fun enough to develop the game further.

DESIGN AND PLAYTESTING

The bulk of playtesting at the UK Playtesters group in Oxford and Oxford on Board, although I also took it to the playtest area at the UK Games Expo 2019 which let it receive feedback from a much wider variety of people.

There were three challenges to work on before the game could be finished — the clue cards, the letter cards, and the scoring.

Clue Cards: Dedicated clue cards were the first component to be made — the same list of the most common English words with 4 to 9 letters that made it into the final game. The problem was word distribution, early versions had very easy cards and very hard cards depending on the letters in the words.

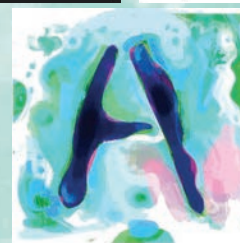
Fixing this took learning what made cards easy or hard and then making a formula to calculate a difficulty score in a spreadsheet. I could then quickly play with the word lists until each card was balanced with the others.



Clue Card Prototype And Final Designs



Letter Cards: While the word lists were being balanced the letters needed designing. First the cards became stylized which gave players much more scope for playing with them to make words. After that a new set was printed without the black border of the originals.



Letter Card Prototype And Final Designs

Scoring: This was originally at once more chaotic and also involved more rules. You were limited to guessing 1, 2, and 3 words in rounds 1, 2, and 3, and they could be from anyone. You received the points from words you guessed, as well as words of each of your words guessed by at least one other player.

You may be able to imagine the problem already, but with six players it could take a while to look at everyone else's creations, with players often getting up from the table and walking around it.

There was also some unwanted randomness in whose words received the most attention, and some unwanted strategy that emerged from a mixture of competitive and cooperative incentives.

Laying the problem out like that makes the eventual solution seem much more obvious than it was but ultimately, instead of playing as individuals, players only guess their neighbor's words and guessed both of them with separate limits.

The game became much more comfortable to play, the time taken was more consistent, and all you had to worry about was creating good letter combinations for your neighbors to guess.

PUBLISHING

Come September 2019 I was playtesting the game at the UK Playtesters event in Oxford, and Anthony from Osprey Games was also there. He liked the game, they took it back to the office and it was soon signed.

While most of the game was finished at that point we continued playing with the word list until it was as balanced as we could make it.

That all seems like a lifetime ago, with how long 2020 has been, but I'm very excited to be able to see the game in print in just a couple of months.

...

John Keyworth has enjoyed a distinguished decade long programming career, focused mainly on computer game development. In his free time, John is an avid analogue gamer. He plays war games, megagames, and boardgames, and has self-published an RPG. Outside of gaming, he enjoys reading about politics, philosophy, and history.



SUCCESSORS

The War of the Alexander the Great's Heirship is Back!



SUCCESSORS

AGS PHGA076..... \$99.95 | Available March 2021!

Disease? Poisoning? No one knows for sure what killed Alexander the Great, but in 323 BC the 13-year reign of unmatched courage, amazing victories, and relentless conquests came to an end — not with a last glorious battle, but with a death rattle. Alexander the Great, surrounded by his most loyal generals, died without leaving a clear heir to the immense empire he had conquered. Not long after his death, the Macedonian generals began to war among themselves over who would be either regent or most legitimate defender of Alexander's empire. By 305 BC, they had given up on that endeavor and began to carve out their own kingdoms.

Successors, one of the best multiplayer strategy games ever published, is coming back in a new edition, bringing its tense and ruthless gameplay in a world of ever-changing alliances. First published by Decision Games in 1993, then by Avalon Hill in 1997 and by GMT Games in 2008, the award-winning game designed by the legendary Richard H. Berg and Mark Simonitch arrives in its fourth edition updated, upgraded with miniatures, and beautifully illustrated, now published by PHALANX and distributed by Ares Games



Points — to move the player's generals, train troops, or build political support in provinces (to earn Victory Points); or as Events, to take advantage of the ongoing circumstances and seize members of Alexander's family — some by force, some by marriages — to gather Legitimacy Points (a second path to victory). As all players want to gain these advantages, they must fight for them. When battle occurs, players' fortune will depend on the size and quality of their army, and the grace of Tyche — Goddess of Fate.

Each player controls a faction of two or more generals and attempts to win the game either by achieving legitimacy with the Macedonian royalty or by conquering and maintaining control of the empire. The *Imperialist* faction is represented by Perdikkas, the first regent, and his lieutenant Eumenes of Cardia; the *Ptolemaic* faction by Ptolemaios, the builder of hellenistic Egypt, and Lysimachos, the powerful dynast of Thrace; the *Regents*, by Antipatros, regent of Macedon under Philip II and Alexander The Great, Krateros and Leonnatos; the *Antigonid*, by Antigonos, the last successor to attempt the reunification of the empire, his son Demetrios I "Poliorketes", and Kassandros; and the *Seleucid*, by Seleukos and Peithon, former members of Perdikkas' staff.



Successors provide a unique gaming experience for a strategy board game, where territory control and victories in battles can be less important than a clever intrigue, a dynastic wedding, or proper handling of the beloved King's body. Two to five players take part in the conflict between titular "diadochi" ("Successors") to the legacy and empire of Alexander the Great. They clash with their former brothers in arms turned enemies to gain control of provinces, to increase the number of Victory Points; or pull appropriate strings to secure Legitimacy Points, for example, by providing Alexander's tomb with a suitable resting place. But too many Victory Points with respect to other players can make you stand out as an Usurper who can be attacked freely by everyone. Therefore, players must choose their strategies wisely.

The game is based in surprisingly simple core rules. Each round, a single Tyche card is played, and it is spent either as Operation



Alexander's Heirs — his sons Alexander IV and Herakles, his brother Philip III Arrhidaios, his Female relatives — the mother Olympia, Kleopatra of Macedon (sister), Thessalonike (half-sister), and also Alexander's embalmed body, are present in the game and provide Legitimacy to the Faction that controls them.

The fourth edition of the game brings a plethora of upgrades which make it stand out among similarly themed games and pays homage to the past editions. It includes a new, improved layout of the board, charts and cards, a rewritten and updated rulebook to fix some issues of previous editions, and an introduction to historical scenarios which streamline the gameplay and shorten game sessions. The graphic design is outstanding, with a state-of-the-art map board based on an original art by Mark Simonitch, over 60 illustrations inspired by historical sources, and 12 large 40 mm plastic leader miniatures.

Prepare your armies, sharpen the blade of your tactical sixth sense and whet your appetite for claiming your right to Alexander's throne. There can only be one true Successor!

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EPISODE #32: PRIMING WITH COLOR SPRAYS

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page - Thursdays at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

PUTTING DOWN THE IMPORTANT COLORS FIRST

It has been a little while since we last talked about priming your miniatures in preparation for painting, but it is an incredibly important step. Once you have cleaned – scraped off mold lines and washed it (if resin) – and assembled your model, priming is the stage that gives you a smooth surface to start painting from. There are quite a few companies that sell spray primers designed for miniatures, but there are also the cheaper alternatives to be found in the paint aisle of your local hardware store. I recommend avoiding these cheaper alternatives as they are designed to fill in gaps and small imperfections on surfaces, and will sadly also do so on your miniatures.

Typically, painters will prime their miniatures using a black or a white spray, and sometimes with a mid-grey (easier to see the detail) according to personal taste or the type of paintjob they are planning. A darker scheme with deep shadows works best over a black primer coat, while a bright and vibrant scheme works best of white.

Sometimes painters will use a "zenithal prime", an approach that starts with a dark spray (like the black on the Poxwalker to the right) and then has a lighter color sprayed over it, but from a higher angle (such as overhead, or the zenith). Our example Poxwalker was given a zenithal prime with white from about a 45° angle. The higher levels of the model that would catch the light have also caught the paint, while the lower points are darker and in shadow.

When working on an army of models, you can use color sprays in the standard or zenithal priming methods to speed up your painting and get those minis on the gaming table faster, as in our examples on the next page!





This Adeptus Custodes Guardian was primed with Citadel Chaos Black and then sprayed with Citadel Retributor Armour.



This Fulgrite Electro-Priest was primed with Citadel Chaos Black, and the robes were sprayed with The Army Painter Pure Red.



This converted Genestealer Cult Acolyte Hybrid was primed with Citadel Chaos Black, and then zenithally primed with The Army Painter Uniform Grey spray

WHAT ARE MY OPTIONS?

There are several companies that produce colored spray primers designed for use on miniatures.

Games Workshop makes a small range specifically focused on their more popular miniature ranges.

The Army Painter have a larger range including some very vibrant colors that match their acrylic bottle counterparts.

Vallejo have a large range of colored primers with an emphasis on more desaturated colors perfect for military modeling.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



CARPE DIEM (RVN 26919)

From Ravensburger, reviewed by Rob Herman

 10 & Up	 2 - 4 Players
 45 - 60 Minutes	 \$44.99

Carpe Diem is veteran designer Stefan Feld's take on a traditional tile-laying game. It combines ideas he's used in other games such as *Castles of Burgundy* — claiming tiles and placing them on a personal board — with the need to match the sides to make tiles fit neatly as in *Carcassonne* or *Galaxy Trucker*. The scoring will be very familiar to Feld's fans; there are a number of ways to score, both in-game milestones that need to be managed and bigger goals that span the whole game. It's a tricky balance between immediate pressure and long-term payoffs.

Carpe Diem plays with 2-4 players, but as I reviewed it in 2020 and most of us can only play with our own households, I'll be focusing on the 2-player experience. A game should take 40-75 minutes, scaling with the number of players.

The theme of *Carpe Diem* is that the players are Roman elites living during Augustus's reign, trying to assemble the most prosperous and luxurious city district. The theme isn't overwhelming, but it works well. Like the thriving early Empire, *Carpe Diem* is about making the most of many good opportunities rather than fighting off crises. Likewise, the conflict between players is indirect, showing up as competition for critical resources rather than outright aggression.



Carpe Diem alternates between two phases: a building phase and a scoring phase. In your building phase, you move a marker (your "patrician") around a rondel, draft a tile from the place you land and add it to your board. Tiles contain sections of various buildings and farms — mostly "ends", but with some "middle" pieces to allow a bigger building or farm to exist. Tiles have to match exactly when you place them; for instance, a vineyard can only connect with another vineyard, not an herb garden; and an administrative building can't connect with a bank.

The catch is that every building and farm type only benefits you when it's "complete" — when there aren't any more tiles that could connect to others. Thus, you need to balance between tiles that will give you lots of opportunities for the future, and tiles that will give you the resources you need for the upcoming scoring phase.

The scoring phase works in a cool way. A set of goals are laid out as cards in a grid. Each goal has a requirement — either resources you have to pay, or buildings you have to possess — and a reward, which is usually VP but can also be other resources. Players take turns putting a marker at the intersection between two cards, and then must score both — claiming the rewards for success or paying a VP penalty if they can't meet the requirement. That particular intersection is then unavailable for the rest of the game, so you'll usually need to diversify your resources to score successfully in future rounds.

Carpe Diem is an attractive game. The boards are sturdy, the illustrations are good and work well with the theme, and the tiles look like a thriving estate as they form on your board. However, I need to attach a caveat: several of the tiles are distinguished only by relatively subtle color differences. I had to look closely and look under direct light to distinguish the tiles. If you or someone in your playgroup is color-blind, you may need to make markings on the tiles to more readily distinguish them.

Carpe Diem is a fun game to play. When drafting tiles, there are a huge number of things to consider. You need something that will fit on your board; it should help you get the things that you'll be able to use in the upcoming scoring round; it should put you on a good spot on the rondel to get other useful tiles. There are also reasons to place a building on specific places on your board; some give you a bonus toward the priority of choosing goals before other players; also, your board gives you bonus points for placing certain features on the "right" row or column. This seems like a lot, but at a turn-by-turn level, you can usually only choose between two directions on the rondel and eight tiles available there, so each decision you make is pretty fast. If you want to play cutthroat against your enemies, you can try to draft the tiles they need or the goals they want — but that places you in the position of needing those very same scarce resources, so it's a risk.

Compared to Stefan Feld's other games, *Carpe Diem* has fewer "moving parts". Unlike, say, *Trajan*, what you can do on a turn is very straightforward, and there are a relatively small number of ways to score. As such, *Carpe Diem* is less of a brainburner than his very intricate *Trajan* or *Bora Bora*; it's closer in scope to something like *Notre Dame*, with plenty going on but the choices on each turn pretty manageable. At the same time, there are plenty of opportunities to make clever high-scoring plays, seizing critical resources that enable high-scoring goals. Strategy and especially Euro fans will like *Carpe Diem* a lot.

...

Rob is a software developer from Cleveland. He enjoys gaming with his family, running, reading science fiction, and solving Rubik's cubes.



PATHFINDER RPG: BEGINNER BOX (P2) (PZO 2106)

From Paizo Publishing, reviewed by John and Isaac Kaufeld

 13 & Up	 2 - 5 Players
 60 Minutes	 \$39.99

Starting any hobby can feel daunting. The terminology sounds like a foreign language. You need what feels like a ton of stuff just to begin. And if you look for help online, you get a stress-inducing tidal wave of results

Breaking into the world of roleplaying games can definitely feel like this. Player handbooks, game master handbooks, supplemental handbooks, monster manuals, maps, dice, miniatures — it feels overwhelming just talking about it.

That's why Paizo created the everything-you-need *Pathfinder Beginner Box*, the fantasy roleplaying counterpart to their excellent *Starfinder Beginner Box*. Let's peek inside and look at the top five things you need to know about it.

PARTY OF ONE

Every time I got into a new roleplaying game, I always faced the same problem: I had nobody to play with. The *Pathfinder Beginner Box* solves this by including a delightful choose-your-own-adventure style scenario called *Pirate King's Plunder*.

To start playing, you just open the *Hero's Handbook* and begin — there's no character to choose or rules to read. Unpack the dice, grab some scrap paper and a pen, and you're going.

The scenario introduces *Pathfinder* mechanics like combat and skill checks as you need them, weaving everything into the game's narrative. I played several paths and really enjoyed it, even though I died once when I went into this room and the statue... uh... just be careful in there, okay?

LEARNING WITH FRIENDS

Roleplaying is always more fun with a group, and the box has you covered there too. The first 30 pages of the *Game Master's Guide* contain a 2-4 player adventure that starts in the local fishery's basement.

Thanks to a great job by Paizo of introducing rules as they're needed, a first-time game master can confidently run the scenario with almost no preparation. The players each select one of the box's four pre-generated characters, the GM flattens the flip-mat and prepares some pawns, and then it's time to begin. Seriously, the *Pathfinder Beginner Box* makes the process a breeze.

BUILDING CHARACTERS

A new player's next big step into any game system is making their own character. But when you try to do that with the massive rulebook in most roleplaying games, you're quickly buried under far too many choices. Where do you even start?

The *Pathfinder Beginner Box* solves this by giving players enough options to spur creativity without leaving them overwhelmed and glassy-eyed. Characters have three possible ancestries, seven background options, and four classes to choose among. From that base, players can create a host of unique characters to explore the basics of *Pathfinder*.

GROWING A GAME MASTER

It feels like many starter sets focus more on the beginning player than the first-time game master, which I think is a shame. Running a



game takes creativity, improvisation, and storytelling, but also plenty of organization and some basic bookkeeping.

The *Game Master's Guide* gives the fledgling GM a great overview of how to plan and present an engaging adventure experience. It does this by combining excellent resource information with clear examples and rule references. Best of all, the box's beginning adventure leaves a slew of open plot hooks just waiting to pique a party's interest and help the new GM build their first adventures.

SO MUCH STUFF!

Although we mostly talked about the two books included in the *Pathfinder Beginner Box*, they're only part of what you'll find. The box also comes with a flip-mat for the basic adventure, a set of dice that match the example colors used on the pre-generated character sheets, and over 100 full color pawns to represent both player characters and monsters on the map.

The selection provides everything that the players and game master needs for hours upon hours of fantasy adventure. It's also ready when you want to step into the full game, with recommendations on which books to purchase and how to get involved in organized play through the *Pathfinder Society*.

VERDICT

Everything in the *Pathfinder Beginner Box* hits the mark to successfully introduce a new player to the world of roleplaying in *Pathfinder*, but without the feeling of drowning in information.

The books, character sheets, dice, maps, and pawns make the learning process easy, providing a seamless experience from the moment you open the box through the triumph of your character completing their first quest.

Whether you're a parent wanting to give roleplaying a try with your kids or you're part of a group that's curious about the *Pathfinder* system, the *Pathfinder Beginner Box* makes the perfect place to start. We highly recommend it.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



BACK TO THE FUTURE: BACK IN TIME STRATEGY GAME (FNK 48720)

From Funko, reviewed by Brian Herman

 10 & Up	 2 - 4 Players
 50 Minutes	 \$29.99

Cooperative games can be a mixed bag for me, as I don't often play well with others. When playing a board game, I'd rather go head-to-head with someone than team up and take down a game engine. Additionally, games based on intellectual properties that are near and dear to my heart I tend to view with incredulity, my critical mind wondering if mechanics or authenticity was sacrificed for the final product. When *Back to the Future: Back in Time* crossed my review table, I had a raised eyebrow and a healthy amount of skepticism. I'm happy to say that Funko hit the ball out of the park with this one, as the game is not only fun to play, but mirrors the source material in such a way that warmed the heart of this fan of the series.

In the event you've been living under a rock and aren't familiar with the franchise, *Back to the Future* is a pop culture phenomenon of a movie where the main character, Marty McFly, accidentally gets stuck in 1955 and inadvertently causes his parents to not meet, thereby threatening his own existence. *Back to the Future: Back in Time* is a cooperative game for 2-4 players in which they take on the roles of characters from the franchise to both repair the time machine and lure Marty's parents to fall in love before he's erased from existence. To make matters worse, the only thing that can power the time machine enough to send Marty back to his correct timeline is a bolt of lightning, which will strike the town center clock tower at precisely 10:04 PM on November 12th. Like many cooperative games, there are multiple ways to lose, and only one way to win.

Funko's commitment to authenticity is crystal clear from opening the box and laying out the game board, which is the entire town of Hill Valley, complete with a cardboard dice roller modeled after the clock tower. Starting characters, Marty's parents, the town bully - Biff, and the DeLorean are all laid out in their starting squares. A timeline tracker, the "love" meter, and various cards are all set next to the game board, with starting challenges and opportunities set in designated squares. As the game begins, players must work together on two goals. 1) Get the time machine into position at Doc's house for repair, then move it to the designated spot at the clock tower and 2) Get George and Lorraine (Marty's parents) in the same square and away from Biff so that they can fall in love.

To accomplish this, each player must attempt different types of challenges. Every player starts with a player card populated with basic tiles that correspond to different types of dice. When attempting any kind of challenge in the game (moving the DeLorean, attempting to make Marty's parents fall in love, etc), players must flip over or exhaust tiles from their board for the turn to take that many dice and roll them for the challenge. The trick is that each die also has "Biff" squares that will move Biff closer to either George or Lorraine (whoever



he is closer to), thereby reducing the overall total on the love meter and threatening Marty's existence. After each turn players can refresh their tiles, but the timeline tracker moves down the line one more spot which triggers movement for Biff, George, and Lorraine as well as triggering different events. As a result, players often find themselves reacting every turn to the

game board state rather than being "in control" of the happenings around Hill Valley. If the final spot on the timeline tracker is reached and the players haven't achieved both goals, they lose.

The more I've played and examined this game, the more I come back to "commitment to authenticity." All Funko games have excellent quality materials, including the game board, card stock, dice and miniatures. However, this one has little touches that really show how dedicated the team

was to the intellectual property of *Back to the Future*. The rulebook cover is modeled after the "Tales from Space" comic George was reading in the movie. The back of the gameboard which sits against the table during gameplay has a gorgeous rendering of the flux capacitor (the device that makes time travel possible). Even the design of the game is committed to the source material. Every single time I've played the game as the time tracker begins to inch closer to the final step, I am convinced this is the game that will be lost, only to find that the pieces fall into place just before the bolt of lightning hits the clock tower. This is a direct parallel to the pulse pounding end moments of the film, which keeps me coming back for one more game every time.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



BATTLETECH: CLAN INVASION (CAT 35030)

From Catalyst Game Labs, reviewed by Thomas Riccardi



8 & Up



2-5 Players



60 Minutes



\$49.99

Conflict raged throughout the Inner Sphere as houses vied for planets and resources to continue their war with one another. However, what no one could have predicted was the emergence of organizations known only as “the Clans”. These warriors were genetically modified to win and had their own rules of engagement, not to mention ‘mechs that were more powerful than anything the Inner Sphere has seen before. Will you be able to rally your forces to defeat this new enemy, or will you succumb to their superior technology? This is the setting of the latest expansion in the *BattleTech* universe, *Clan Invasion*.

The first thing I want to get out of the way is that this game is an expansion to *BattleTech*, so you will need a copy of the rules or one of the original boxed sets to play this game. This boxed set contains a ton of material to get you started in playing the legendary Clans. The main star has to be the miniatures that are included as you not only get five Omnimechs, but also two squadrons of Elementals! The elementals are powered armored that the Clans love to use and they have enough firepower to bring down a small mech.

Other components of the *Clan Invasion* boxed set include a two-sided map, cardstock miniatures and terrain pieces, Alpha Strike and MechWarrior cards as well as a novella that tells of life in the clans. There is also a double-sided poster map of the inner sphere from 3025 and 3052 as well as a novella chronicling life in the Clans. A rulebook, Clan Primer and records sheets round out the contents of this boxed set.



The Clan Primer breaks down how the Clans invaded and controlled various sectors of the Inner Sphere. It also chronicles the various factions, from the Smoke Jaguars to the Jade Falcons - each of these Clans are ruthless and bred for war. The rulebook is broken up into sections dealing with the various equipment that available in their Omnimechs. Their weapons are generally more devastating than the typical Inner Sphere armament, and the equipment rivals the ones used by the various Houses.



The next chapter deals with the Elementals as this versatile powered armor can be equipped with all manner of weaponry. The next chapter on ‘mech construction shows you how easy it is to create your own machine of war from picking out an engine, adding armor, weapons, and equipment. The rest of the book is broken down into force building, Clan honor, and three scenarios that will allow you to pit your forces against each other whether they are Omnimechs or Inner Sphere.

There are other boxed sets of miniatures available to coincide with the release of the *Clan Invasion* set. One boxed contains five more sets of Elementals which are a perfect addition to your Clan forces.

There are also two sets of Inner Sphere and two sets of Clan ‘mechs to reinforce the ranks of your armies. The Clan Heavy Striker Star includes the Gargoyle, Hellbringer, Mad Dog, Ice Ferret and Viper ‘mechs, and the Clan Command Star contains the Dire Wolf, Summoner, Stormcrow, Mist Lynx and Shadow Cat Omnimechs.

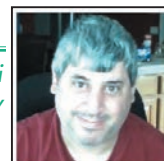
The Inner Sphere strikes back with the Inner Sphere Command Lance set which contains the Marauder, Archer, Valkyrie and Stinger ‘mechs, and the Inner Sphere Battle Lance box includes the Warhammer, Rifleman, Wasp and Phoenix Hawk ‘mechs.

Each of these boxed sets contains fully assembled ‘mechs as well as five MechWarrior cards and five Alpha Strike cards (with the exception of the Elementals). The folks over at Catalyst Game Labs are not done yet: they have also released a new map pack to give players even **more** diversity in planning out their battlefields. The Battle of Tukayyid contains four double-sized two-sided paper map sheets that range from the Deployment Zone all the way to the Devil’s Bath along with a punchboard of fire and smoke counters.

If you are a fan of the *BattleTech* universe you need to pick up *Clan Invasion* as it not only introduces the clans but gives you new rules on how to create your own mechs and build your own forces. For more information on this and other great games head over to <https://www.catalystgamelabs.com/> and prepare for the invasion of the Clans.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





Greetings GTM Fans!

For our February issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Wyrd Games to bring you an exciting giveaway!

One lucky winner will receive this *Explorer Society* bundle for *Malifaux*, courtesy of the great team at Wyrd Games. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on February 2nd and will close on February 25th, so don't dawdle!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

ENTER TO WIN!!!

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CARD GAME

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- Based on the movie *Wonder Woman™ 1984*
- Easy-to-learn, fast-paced card game
- All players play as Wonder Woman
- Imagery from the movie

MSRP \$19.99

Release Date Q2 2021



2-4



14+



25m



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